

Duration 1 day

Pre Requisites

Students must have an understanding of personal computers, knowledge of Windows and familiarity with other PC applications.

Objectives

The course introduces the features required for creating an animated movie for use on Internet and intranet web sites. By the end of the training delegates will have received sufficient instruction for creating a movie from scratch. By the end of the course delegates will be able to:

- Plan a movie
- Use the drawing tools
- Create single and multi-level animations

Further Learning

Flash Advanced

Course Content

- **The Flash Environment**
Vector vs. Bitmap Graphics
The Flash Environment
- **Drawing Shapes**
Using the Drawing Tools
Working with Strokes and Fills
Using Colours
Using Gradient Fills
Line Styles
The Erase Tool
- **Using Swatches and Colour Sets**
Using the Swatch and Mixer panels
Creating custom colours,
Creating Gradients Fills
Using Colours Sets
- **Working With Objects**
Object Interaction -Segmenting and Connecting
Using the Lock Fill feature
Using Transform Fill
Modifying shapes
- **Working With Anchor Points**
Using the Pen tool
Using the Sub Select tool
Creating Anchor points
- **More Work With Objects**
The Lasso tool
Aligning Objects
Grouping Objects
Resizing Objects
The Transform Panel
Using Grids and Guides, Snapping
- **Bitmaps**
Importing Bitmap
Optimising Bitmaps
Converting Bitmaps to Vectors
Converting Bitmaps to Fills
Using a bit map as a Fill
Importing vector based Fills

Cont...

- **Working with Text**
Text Blocks
Formatting Text
Converting Text into Shapes
- **Key Frame Animation**
Key Frames and the Timeline
Frame-By-Frame Animation
Selecting, copying and moving frames
Running an animation
- **Working with Layers**
Creating and managing Layers
Locking and hiding Layers
Using Frame View
Onion Skinning
Editing multiple frames
- **Shape Tweening**
Create a Shape Tween
Shape Tweening using text
Using Shape Hints
- **Scenes**
Using the Scenes panel
Creating Scenes
Switching Scenes
- **The Library**
Using Symbols and Instances
Creating Symbols
Editing and managing Symbols
Working with Instances
Using The Library panel
- **Motion Tweening**
Motion Tweened Animation
Using Guide Layers
Using Align to Path Direction
- **Mask Layers**
Creating Mask layers and Masked layers
Editing Mask layers
Using animation with Mask layers
- **Movie Clips**
Creating a Movie Clip
Using Movie clip instances
Running a movie-clip using Test Movie
- **Working with Sound**
Adding Sound to key frames
Importing Sounds
Editing Sounds
Streaming and event sounds
Sound compression
- **Buttons**
Creating Buttons
Adding Sounds
Assigning Up and Down shapes
- **Overview of Actions**
Overview of the Actions panel
Using the Stop and Play actions
Adding actions to Buttons
- **Publishing Your Flash Movie**
Exporting a graphic
Exporting a movie
Publishing a movie