

Course Overview

In this 2-day course, you will learn the essential elements of Flash, a tool for enhancing web sites with interactive graphics and animations. You will learn the concepts and technology behind Flash and the skills you need to create objects and animations in Flash. After exploring the Flash environment you will learn how to use Flash's basic drawing and painting tools. You will learn how to use the selection tool to manipulate objects and use the options in Flash to transform and group objects. You will also learn how to import a bitmap image into a Flash document and convert it to a vector image. You will learn how to create text blocks and convert them into shapes. You will learn about symbols and symbol instances. Next you will learn how to work with different types of animations. You will create frame-by-frame, shape-tween, and motion-tween animations. You learn how to edit and manipulate the movies and create a visual effect using mask layers. Lastly, you will learn the basics and elements of ActionScript.

Course Preparation

Prerequisite Courses: *Windows - Level 1* or equivalent experience

How to Use the Internet and HTML or equivalent experience

Dreamweaver – Level 1 or equivalent experience, recommended but not required

Course Topics

Exploring the Adobe® Flash® CS4 Environment

- Define Flash
- Explore the Flash CS4 Welcome Screen
- Explore the Flash CS4 Interface
- Explore and Customize the Panels in Flash CS4

Working with Drawing and Painting Tools

- Compare the Drawing Modes of Flash
- Use Drawing and Painting Tools
- Use the Pen Tool

Manipulating Objects

- Use the Selection Tools
- Overview of Layers
- Work with Interacting Objects
- Transform Objects

Understanding Vector and Bitmap Images

- Vector Images and Bitmap Images
- Work with Bitmap Images

Working with Text

- Overview of Text Fields and Attributes
- Create Text Fields
- Convert Text into Shapes

Working with Symbols and Instances

- Create a Symbol
- Create a Symbol Instance

Using Animation Basics to Create Animations

- Create Animations with Frames and Keyframes
- Work with Frames
- Create a Motion Tween Animation
- Create a Shape Tween Animation

Working with Multiple Layers

- Work with Multiple Layers
- Create a Mask Layer

Using ActionScript™

- Basics of ActionScript
- ActionScript Elements