

Macromedia Flash MX – 2 days	
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Course Objectives

The Introduction course will introduce you to the basics of creating objects and animating in Macromedia's Flash MX. You will explore the basics of Flash, including tools and features, and will create different types of animations. Finally, you will publish material for the Web. Delegates will be introduced to symbols and instances, create extensive Timelines with independent animations, build more complex navigation controls, work with sound, and optimise your movies for viewing by your intended audience.

Prerequisites

This course assumes that you have gained a basic understanding of Windows and the web.

Exercises

This course is instructor led, involving the utilisation of examples and exercises in a workshop environment.

The Flash Environment

- What is Flash?
- The Flash Work Environment

Drawing and Painting

- Vector vs. Raster Graphics
- Basic Drawing and Painting Tools
- Creating Custom Colours, Gradients, Line Styles

Manipulating Objects

- Selecting Objects
- Object Interaction
- Transforming and Grouping Objects
- Bitmap Images

Working with Text

- Text Blocks
- Converting Text into Shapes

Multiple Layers in a Movie

- Creating and Managing Multiple Layers
- Mask Layers
- Aligning Objects

Creating Animation

- Frame-by-Frame Animation
- Shape-Tweened Animation
- Motion-Tweened Animation
- Guide Layers
- Mask Animations

Publishing Your Flash Movie

- Selecting Your Publishing Settings
- Previewing and Publishing Files

Symbols and Instances

- What is a Symbol?
- Graphic Symbols
- Movie Clip Symbols
- Button Symbols
- Managing Symbols and Instances

Organising Large Projects

- Scenes
- Frame Labels

Interactivity in Flash

- Basic Playback Control
- Creating Advanced Navigation Controls

Working with Sound

- Importing Sounds
- Event vs. Streaming Sounds
- Looping & stopping sounds

Testing and Publishing a Flash Movie

- Evaluating Download Performance
- Optimisation Factors
- Exporting and Publishing Movies