



Adobe Flash Introduction - 1 Day

Module 1:

The Flash Environment
What is Flash?
Vector Vs. Raster Graphics
The Flash Work Environment

Module 2:

Drawing and Painting
Basic Drawing and Painting Tools
Working with Strokes and Fills
Creating Custom Colors, Gradients, & Line Styles

Module 3:

Working with Objects
Manipulating Objects
Object Interaction
Transforming and Grouping Objects
Importing Artwork

Module 4:

Working with Multiple Layers
Creating and Managing Multiple Layers
Mask Layers

Module 5:

Working with Text
Text Blocks
Converting Text into Shapes

Module 6:

Creating Animation
Frame-By-Frame Animation
Shape Tweened Animation
Motion Tweened Animation
Guide Layers

Module 7:

Publishing Your Flash Movie
Selecting your Publishing Settings

Adobe Flash Advanced - 1 Day

Module 1:

An Animation Review and an Introduction to Symbols and Instances
Animation Overview
Understanding Symbols and Instances
Editing Symbols and Instances
Creating a Shared Symbol Library
Creating Buttons

Module 2:

Interactivity in Flash
Introduction to Interactivity
Adding Actions
Web-native Printing with Flash

Module 3:

Working with Sound
Adding Sounds to a Flash Movie
Triggering Sounds
Importing and Editing Sounds
Sound Optimization

Module 4:

Advanced Interactivity
Forms
Variables and Expressions

Module 5:

Object Properties
Dynamically Setting Properties
Evaluating the Position of an Object

Module 6:

Navigating, Testing, and Publishing a Flash Movie
Using the Movie Explorer
Evaluating Download Performance
Importing, Exporting, & Publishing Movies