

**Who**

The Director MX 2004 Introduction Course is an introduction aimed at those who are developing creative multi media tools. The course contains features of the application, and will guide you through the creation of a real-world project. In so doing you will be introduced to the working environment, many of Director's powerful tools, and the design techniques and methods that will enable you to quickly create a professional Director movie. You will also be introduced to Lingo, understand the basics and write Lingo code to control your navigation.

**Length**

2 days

**Principles and basics**

Menu, keyboard and palette controls

Working with a document

Customising application preferences and tool settings

Working with Panels and organising the Workspace

Creating basic elements, selecting and moving objects, applying fills & strokes

Arranging and grouping elements; using views, rulers, grids and guides

Rotating and mirroring objects

**Combining text and graphics**

Using the Blend command

Using colours and tints

Cloning, scaling and positioning elements

Placing, styling and transforming type

**Working with paths and points**

Manipulating shapes and paths

Using a tracing template

Using Control handles on curves

Gradient filled text

**Using layers and styles**

Importing a tracing pattern

Background, Foreground and other Layers

Curved paths, path operations, adding objects to the clipping path

Defining and applying Object Styles

Picture frames and Layer Panels

**Multipage documents**

The Edit Guides command

Using PANTONE and Process colours

Duplicating pages; importing text and linking text blocks; paragraph styles

Using the Text Editor; importing images and using text wrap

Adding colours from imported bitmaps

Printing and Collecting for Output

**More complex artwork**

3D images and transparency effects

Blending and creating reflections

Composite paths

The Graphic hose tool

Working with FreeHand's Xtras e.g. the Envelope Xtra

Applying Lens fills

**Blending and shading**

Creating Blends; pasting blends inside paths for 3D shading effects

Shades on spheres and cylinders

Using Radial fills

Creating realistic shadows

The finished document; tips and techniques; customising toolbars

**Designing for the Web**

Web browsers & Shockwave plug-ins

GIF, JPEG and other file formats

Animated Flash graphics

The Insta.html Xtra

Viewing Web pages in a browser

**Related Courses:**

Dreamweaver MX 2004

Flash MX 2004

Director MX 2004 Level 2 & 3

Fireworks MX 2004