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Macromedia Flash MX 2004

Who

This two day intensive Fast Track to Macromedia Flash course gives a comprehensive grounding in using the web standard application for vector graphics and animation.

Why

You will learn how to create interactive vector graphics and animation without having to get to grips with scripting, and how to integrate graphics from existing illustration tools, such as Macromedia Freehand and Adobe Illustrator. You will also learn how to use Flash transparency and shape blending effects along with the new movie clip and button actions to create sophisticated interactivity - once again without scripting.

Length

2 days

Introduction to Flash

Guided tour of Flash previewing
The Flash market
Vector vs Bitmap graphics
Streaming media
The Flash plug in

New additions to Flash 5

Bezier pen tool
V5 Action script
HTML text support
XML integration

Using the Flash interface

Introducing and understanding the stage
Introducing the time line and playhead
Creating and using layers
Using guides and rulers
Using and customising Flash palettes and keyboard controls

Flash drawing tools

How to use the drawing tools
Brush tool
Bezier tool
Fill tool
Pencil tool
Oval tool
Rectangle tool
Modifying and altering vector shapes
Importing vector and bitmap graphics
Converting bitmaps to vectors
Setting export standards

Animating in Flash

Creating and modifying symbols
Creating frame by frame animation
Using key frames
Creating shape tweens
Creating motion tweens
Guided motion tweens
Creating masks and masked animation

Using the library

Importing from other libraries
Organising and managing the library
Controlling usage within a library
Shared libraries

Creating symbols

Converting objects to symbols
Designing buttons
Creating movie clips
Using symbol instances
Using the movie explorer

Using sound in Flash

Flash supported sound formats
Importing sounds
Controlling sounds
Adding sound to the time line
Adding sound effects
Setting audio compression
Global sound settings
Adding Interactivity

An introduction to action scripting

Using the action script editor
Using input text boxes
Using smart clips
Making a pre-loader
Creating complex Flash controls
Advanced Flash Movies
Creating scenes
Changing between scenes
Fade transitions

Related courses

Dreamweaver MX
Fireworks MX