

**Who**

This course is intended for Web designers and animators with some experience creating Flash animations, who want to build more efficient, optimised animations that allow for greater user interactivity.

**Why**

After completing this course, you will know how to incorporate symbols and instances into your Flash projects. You will learn to better organise your larger projects through the use of scenes and frame labels. In addition, you will add interactivity and sound elements to your Flash animations. Finally, you will learn how to test and publish the animation.

**Length**

1 day

**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**

- Sounds
- Event versus streaming sounds

**Testing and Publishing a Flash Movie**

- Evaluating download performance
- Optimisation factors