

Animate / Flash Advanced

Course Duration

2 Days

Objectives & Expected Outcomes

To gain a fantastic understanding of Flash, enough to be able to create professional animations.

To be introduced to the ActionScript coding language to add interactivity

Pre-Requisites

Delegates should have attended the Introductory course, or have a working understanding of Animate/ Flash to create basic animations.

Subjects

Advanced Animation Techniques

Fine-tuning Motion Tweens | Using Symbols | Animating objects in 3D | Creating animation inside animation | Morphing shapes | Creating and animating a mask

Inverse Kinematics

Understanding Inverse Kinematics | Using the Bone tool | Adjusting bone properties | Creating IK animations | Adding spring to IK animations | Converting IK animations to frame by frame animations

Integrating with Other Applications

Integrating with Flash Builder | Integrating with Flash Catalyst | Integrating with Photoshop | Integrating with Illustrator | Integrating with Dreamweaver

Add Interactivity with ActionScript

Understanding ActionScript 30 | Working with the Actions Panel | Using Code Snippets | Using Behaviours



Creating Desktop Applications using AIR

Understanding Adobe Air | Viewing a simple AIR application | Publishing an AIR application

Creating iPhone and Android Applications

Creating a mobile app in Flash | Generating a P12 file | Viewing a mobile app in Flash | Publishing a mobile app in Flash
