Animate / Flash Introduction

Course Duration

2 Days

Objectives & Expected Outcomes

Understand and be able to use the basic skills and techniques needed to create Flash presentations and web content.

Pre-Requisites

Whilst no experience with Flash is required, the user must be experienced with the operating system.

Subjects

Module Title

Module Contents

Introducing Flash

Why use flash? | Understanding different Flash file types | Using the Flash Interface | Understanding Bitmap and Vector graphics

Drawing Basic Shapes

Understanding Merge drawing and Object drawing | Using the Line Tool | Using the Oval and Rectangle tools | Using the Polystar Tool | Using the Deco Tool

Drawing Tools

Working with lines and fills | Using the Toolbar tools including Pen, Brush and Free Transform | Using the Colour and Colour Swatches panels | Creating Gradients | Using the Align Panel

Working with External Graphics

Import external graphics | Adjusting Bitmap properties | Using the Trace Bitmap tool | Understanding the Library | Updating the

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Using Layers and the Timeline

Organising objects onto layers | Creating layers | Using the Paste in Place command | Showing, hiding and locking layers | Using Masks | Creating Guide Layers

Working with Text

Understanding the Text Layout Framework | Using the Text Tool | Working with text fields | Embedding fonts | Using Device Fonts | Using the Break Apart command

Creating Frame by Frame Animations

Using frames, keyframes and blank frames | Creating a simple animation | Using the Onion Skin tool | Copying and Pasting Frames

Adding Sound and Video

Importing sounds | Using behaviours to load sounds | Adding video | Using Flash video components Publishing Flash for web use | Using Flash and HTML together

Working with Audio

Understanding audio in Flash | Importing and using Audio | Compressing audio with the Library | Adjusting sound properties

Working with Video

Understanding Video in Flash | Importing and using video | Using FLV playback | Working with cue points

Publishing with Flash

Checking for accessibility issues | Testing a Flash file | Using the Publish Settings window | Adjusting SWF publish settings | Publishing as a graphic | Publishing as a video

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