

## Course Overview

In this 2-day course, you will learn the essential elements of Flash, a tool for enhancing web sites with interactive graphics and animations. You will learn the concepts and technology behind Flash and will learn skills you need to create objects and animations in Flash. Specifically you will learn how to save and manage workspace layouts, work with panels, and set initial movie characteristics using the Property Inspector. You will learn how to use Flash's basic drawing and painting tools, modify the outline and fill properties of objects, and create custom color swatches, gradients, and line styles. You will also learn how to select objects using the selection tools. You will experiment with line and shape interaction, and use the options in Flash to transform and group objects. You will also learn how to import a bitmap image into a Flash document and convert it to a vector image. You will learn how to create text blocks and convert them into shapes. You will also learn how to work with Flash movies that contain multiple layers. You will edit and manipulate the movies and create a visual effect using mask layers. You will also work with the Align panel to quickly arrange objects on multiple layers. You will learn how to work with different types of animations. You will create frame-by-frame, shape-tween, and motion-tween animations. You will also add a motion guide layer to improve the look of motion-tween animations. Finally, you will prepare a Flash movie for publishing on the web.

## Courses in the Flash Series

Flash Level 1  
- 2 days -

Flash Level 2  
- 2 days -

Flash Level 3  
- 1 day -

## Course Preparation

Prerequisite Courses: *Windows - Level 1* or equivalent experience

*How to Use the Internet and HTML* or equivalent experience

*Dreamweaver – Level 1* or equivalent experience, recommended but not required

## Course Topics

### Exploring the Flash Environment

- Exploring the Flash Work Environment
- Working with Templates

### Exploring the Drawing and Painting Tools

- Comparing Vector and Raster Graphics
- Examining the Basic Drawing and Painting Tools
- Creating a Custom Color Swatch, Gradient, and Line Style

### Manipulating Objects

- Editing Objects Using the Selection Tools
- Changing Object Interaction
- Creating Symbols and Instances
- Transforming Objects
- Working with Bitmap Images

### Working with Text

- Creating Text Blocks
- Converting Text into Shapes

### Working with Multiple Layers in a Movie

- Working with Multiple Layers
- Creating a Mask Layer
- Aligning the Objects in a Flash Document

### Creating an Animation

- Creating a Frame-by-Frame Animation
- Creating a Shape-Tween Animation
- Creating a Motion-Tween Animation
- Creating a Guide Layer
- Masking Animations

### Publishing a Flash Movie

- Selecting the Publish Settings
- Publishing the File

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