

Flash 8 - Level 1

Days of Training: 2

Overview

In this course, students will explore the basics of Flash 8, including its tools and features. You will also create different types of animations and publish them on the web.

Prerequisites

Windows XP (New Version) - Level 1

Lesson 1: Exploring the Flash 8 Environment

- Explore Flash 8
- Explore the Flash 8 Work Environment
- Work with Templates

Lesson 2: Exploring the Drawing and Painting Tools

- Compare Vector and Raster Graphics
- Examine the Basic Drawing and Painting Tools
- Create a Custom Color Swatch, Gradient, and Line Style

Lesson 3: Manipulating Objects

- Edit Objects Using the Selection Tools
- Change Object Interaction
- Create Symbols and Instances
- Transform Objects
- Work with Bitmap Images

Lesson 4: Working with Text

- Create Text Blocks
- Convert Text into Shapes

Lesson 5: Working with Multiple Layers in a Movie

- Work with Multiple Layers
- Create a Mask Layer
- Align the Objects in a Flash 8 Document

Lesson 6: Creating an Animation

- Create a Frame-by-Frame Animation
- Create a Shape-Tween Animation
- Create a Motion-Tween Animation
- Create a Guide Layer
- Mask Animations

Lesson 7: Publishing a Flash 8 Movie

- Select the Publish Settings
- Publish a Flash File

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Flash 8 - Level 2

Days of Training: 2

Overview

In this course, students will explore the advanced features of Flash 8, such as working with ActionScript, creating simple and complex interactive movies using ActionScript; and also create and customize components.

Prerequisites

Flash 8 - Level 1

Lesson 1: Exploring the Basics of ActionScript

- View a Flash File
- Create a Basic Navigation
- Apply Effects to Buttons
- Set a Timeline Path Using Dot Notation

Lesson 2: Planning Movies

- Create a Storyboard
- Create Modularity in Flash

Lesson 3: Creating Simple Interactivity

- Apply Effects at Runtime
- Manipulate Variable Values Using Scripts
- Set the Scroll and Tab Properties
- Add a Movie Clip Script
- Set Volume Using ActionScript
- Create Conditional Statements

Lesson 4: Creating a Video Game

- Respond to Key Presses
- Manipulate Movie Clips
- Animate an Object

Lesson 5: Creating Complex Interactivity

- Make Movie Clips Draggable
- Specify the Drop Target
- Mark Targets Using Arrays
- Create a Loop
- Prevent Overlaps
- Check Variable Values
- Compare Arrays
- Create an Easing Effect

Lesson 6: Using Components

- Create a Check Box
- Create a Radio Button
- Create a Combo Box

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Flash 8 - Level 3

Days of Training: 2

Overview

In this course, students will explore the advanced techniques for the creation and manipulation of Flash-based content.

Prerequisites

Flash 8 - Level 1
Flash 8 - Level 2

Lesson 1: Managing Symbols and Instances

- Convert an Object to a Graphic Symbol
- Create a Movie Clip Symbol
- Create Button Symbols
- Manage Symbols

Lesson 2: Organizing Projects

- Create a Scene
- Add Labels to a Timeline
- Compress an Image

Lesson 3: Creating Interactivity in Flash

- Switch Scenes
- Build a Navigation Structure
- Create a Preloader

Lesson 4: Working with Sounds

- Import Audio
- Control Event and Streaming Sounds

Lesson 5: Working with Video Objects

- Encode a Video Object
- Create a Video Object
- Apply a Skin to a Component

Lesson 6: Publishing a Flash Movie

- Explore the Testing Environment
- Customize the Publish Settings

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