

## Flash MX - Level 1

Days of Training: 1

### Overview

This course introduces you to the basics of creating objects and animating in Macromedia's Flash MX. You will explore the basics of Flash, including tools and features, create different types of animations, and publish material for the Web.

### Prerequisites

A basic understanding of the computer operating system you are using is recommended.

### Next Steps

Flash MX - Level 2

1432LGEE-ILT

### Lesson 1: The Flash Environment

- What is Flash?
- The Flash Work Environment

### Lesson 2: Drawing and Painting

- Vector vs. Raster Graphics
- Basic Drawing and Painting Tools
- Creating Custom Colors, Gradients, and Line Styles

### Lesson 3: Manipulating Objects

- Selecting Objects
- Object Interaction
- Transforming and Grouping Objects
- Bitmap Images

### Lesson 4: Working with Text

- Text Blocks
- Converting Text into Shapes

### Lesson 5: Multiple Layers in a Movie

- Creating and Managing Multiple Layers
- Mask Layers
- Aligning Objects

### Lesson 6: Creating Animation

- Frame-by-Frame Animation
- Shape-Tweened Animation
- Motion-Tweened Animation
- Guide Layers
- Mask Animations

### Lesson 7: Publishing Your Flash Movie

- Selecting Your Publishing Settings
- Previewing and Publishing Files

## Flash MX - Level 2

Days of Training: 1

### Overview

In this course, you will work with symbols and instances, create extensive Timelines with independent animations, build more complex navigation controls, work with sound, and optimize your movies for viewing by your intended audience.

### Prerequisites

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### Lesson 1: Symbols and Instances

- What is a Symbol?
- Graphic Symbols
- Movie Clip Symbols
- Button Symbols
- Managing Symbols and Instances

### Lesson 2: Organizing Large Projects

- Scenes
- Frame Labels

### Lesson 3: Interactivity in Flash

- Basic Playback Control
- Creating Advanced Navigation Controls

### Lesson 4: Working with Sound

- Importing Sounds
- Event vs. Streaming Sounds

### Lesson 5: Testing and Publishing a Flash Movie

- Evaluating Download Performance
- Optimization Factors
- Exporting and Publishing Movies