

Flash 2 Day Course

OUTLINE

Learning the Basics

- Introduction to Macromedia Flash, The Macromedia Flash interface, Developing in Macromedia Flash

Creating Simple Graphics and Text

- Using graphics, Importing graphics, Using text, Masking, Filter, Blend modes, gradients

Adding Simple Animation

- Working with symbols, libraries, and instances, Creating frame-by-frame animation, Motion tweening, Using motion guides, Shape tweening, Adding stop actions

Using Symbols and Libraries

- Types of symbols, The structure of Macromedia Flash movies, Working with libraries

Enhancing Functionality Using Actions and ActionScript

- Controlling the Macromedia Flash Player, Creating interactive buttons

Creating Compact Movies

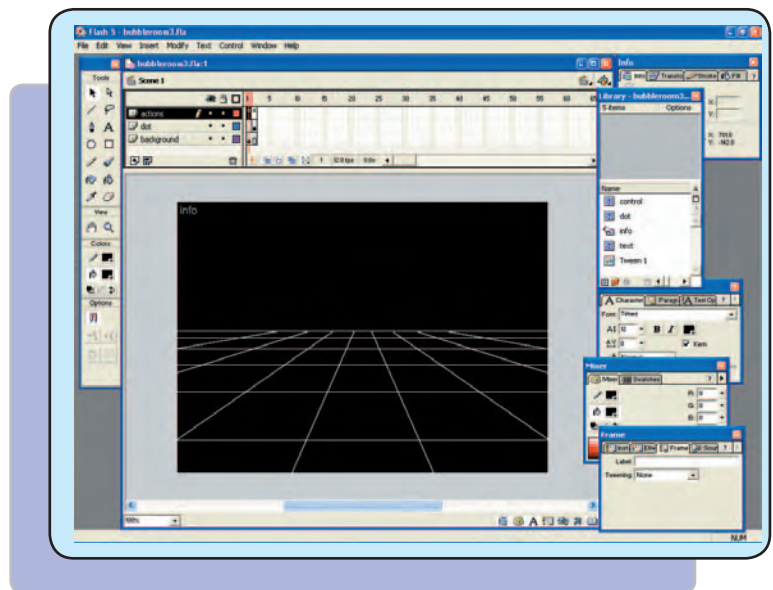
- Using the Load Movie action to create more efficient movies, Using shared libraries to create smaller Macromedia Flash movies

Adding Sound

- Sounds, Modifying the sound level

Publishing

- Factors to consider before publishing, The Bandwidth Profiler, Techniques for optimizing movies, Formats



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