

Adobe Flash CS3 - Introduction

Objectives

This course introduces delegates to creating interactive websites, rich media advertisements and engaging presentations. Delegates will build a Flash CS3 based website with interactivity, video, components and minimal ActionScript. Delegates will learn:

- * Customising your Workspace
- * Using the Timeline and Layers
- * Using Filters and Blend Modes
- * Working with Sound and Video
- * Drawing and Colour Basics
- * Learning the basics of Symbols and the Flash Library
- * Animation with the Timeline in Flash CS3
- * Exporting and Publishing from Flash CS3

Content

An Introduction to the Flash Interface

Creating a new document
The default workspace
Customising your workspace, Saving workspaces
Reorganising panels, Document tabs

Drawing Essentials

Drawing tool basics
Drawing with the Pencil and Line Tools
The improved Pen Tool, The Quick Colour Tools
Drawing with Shapes, Selecting Content
Manipulating Lines and Fills
Painting with Brushes, Erasing Content
Understanding Drawing Modes

Colour Essentials

Using the Colour Mixer, Colour Swatches
The Gradient Transform Tool

Symbols Essentials

Creating and Editing Symbols, Using the Library
Nesting and Breaking apart Symbols
Working with Buttons, Movie Clips & Graphics
Transformation Tools, Panels and Menus

Timeline Essentials

Using, Adding, deleting and grouping Layers
Using Frames and Keyframes
Copying and pasting Frames, multiple Frames
Understanding Scenes

Testing & Publishing your Files

Understanding Document Settings
Testing Buttons and Movie Clips
Testing & Publishing your Movie

Image Essentials

Vector v. Bitmap
Tracing & Breaking apart Bitmaps
Importing images and image compression
Importing Photoshop and Illustrator files

Animation Essentials

Shape Tweening and Motion Tweening
Using shape hints
Tweening gradients
Copy and Paste Motion
Motion Guides and Custom easing

Working with Text in Flash

Controlling text appearance
Simple text effects through Tweening
Adding text to a project file
Spell-checking, Find and Replace

Using Filters and Blend Modes

Using filters, Special filter options
Animating filters, adding filters to a project file
Using blend modes, Flash specific blend modes

Using Components

Components overview
Adding a UIScrollBar component
Using a Loader component

Working with Sound and Video

Adding sound to the Timeline
Adding basic effects to sounds
Sound sync options
Adding sound to buttons
Video Essentials
Sounds compression basics
Embedding videos with the Flash Video Encoder
Encoding external FLVs with optional cue points
Playing external videos with FLV-playback

Introduction to ActionScript

Overview and interface elements
Frame scripts, tracing and comments
Variable basics, Function basics
Buttons and EventListeners
Simple Navigation, Scripting components

Training Method: Hands-on training in an instructor-led environment.

Prerequisites: Knowledge of the web, its terminology & the Mac or Windows operating systems.

Designed for: Designers and developers new to the Flash environment who need to create professional animations, design interactive websites, and incorporate audio and video into self-contained presentations.

Duration: Two days



- * Public Courses
- * Private Courses
- * Customised Courses
- * On site training available