



Flash Video Development

Flash Video Development provides students the knowledge and hands-on practice they need to produce and deliver high-quality Flash Video over the internet using Flash Professional. This course will focus on delivering the best experience possible with Flash Video, exploring bandwidth scaling, progressive downloading, and streaming with the Flash Media Server and Flash Video Streaming Services.

Target Student: This course is for developers with extensive experience with Macromedia Flash

Prerequisites: Before taking this course, you should have completed both the Macromedia **Flash Rich Content Creation** course and the Macromedia **Flash Action Script** course, or have equivalent experience and knowledge. Experience working with video is highly recommended.

Delivery Method: Instructor-led classroom-delivery learning model with structured hands-on activities.

Benefits: After completing this course, you will know how to create custom Flash animations for use on the Web. You will create frame-by-frame, shape-tweened and motion-tweened animation using both custom and imported graphics as well as text. You will also know how to incorporate symbols and instances into your Flash projects and add interactivity and sound elements to your animations. Finally, you will learn how to test and publish your Flash movies.

What's Next: Flash Advanced Design provides the knowledge and hands-on practice required to build more flexible and dynamic design-based Flash pieces, focusing on more advanced ActionScript topics that will remove a reliance on timeline-based visual tools.

Dreamweaver Website Development Learn to create web sites using Macromedia Dreamweaver. The course focuses on best practices and design, stressing the importance of usability.

Acrobat/PDF Create and secure PDFs for document distribution on the Web.

Performance-Based Objectives

Upon completion of this course you will know how to:

- develop a rich media player using the new Flash Professional 8 pre-built components as well as ActionScript
- use high-quality encoding techniques, including the new Flash Video codec enabling the delivery of higher quality video over lower bandwidth connections
- create live video
- export the new alpha-channeling and video color filters.
- build a custom media player
- enhance the user experience



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3 Days - 24 hours

Course Outline

Introducing Flash Video

- Defining streaming and digital video
- Understanding key Flash Video concepts
- Viewing Flash Video market adoption statistics
- Examining the streaming video market

Building a Component Based Media Player

- Understanding Flash Video development workflow
- Building a media player with the FLVPlayback and FLVPlayback Custom UI components
- Binding playback properties and components
- Building a playlist and video picker
- Skinning FLVPlayback Custom UI components

Encoding Flash Video

- Introducing CODECs and video encoding
- Converting to FLV
- Understanding bandwidth and data rate
- Using advanced encoding settings
- Adding cue points, cropping, and trimming

Delivering Flash Video

- Comparing embedded vs. progressive download
- Streaming Flash Video
- Using Macromedia Flash Video Streaming Services
- Using the Flash Media Server
- Tracking FLV Playback

Reviewing ActionScript

- Using Media Component properties and methods
- Handling Media Component events
- Using ActionScript to control the Media Components

Building a Custom Media Player

- The process for building a custom media player
- Learning the ActionScript required for streaming
- Creating a connection to the server
- Controlling and managing streams
- Introducing and using the embedded Video object
- Adding video playback filters
- Using the Sound class to manage audio
- Listening and responding to stream events

Adding Flash Video Effects

- Understanding filters, blends, and masks
- Masking the FLVPlayback component
- Importing alpha channels with video
- Creating a Flash movie that uses video with alpha channels
- Understanding differences between author-time and run-time effects
- Embedding the FLVPlayback component inside a MovieClip
- Using blend modes
- Using ActionScript to apply filters

Enhancing the User Experience

- Understanding the importance of the user experience
- Creating auto detection for bandwidth, Flash Player version, and connection speed
- Creating playback controls
- Using full screen playback
- Creating error handling

Working with Cue Points and User Accessibility

- Introducing embedded cue points
- Understanding accessibility issues for video playback
- Manipulating cue points with ActionScript
- Adding closed captioning
- Controlling video with keyboard commands

Using Live Video

- Introducing live video
- Using the live video encoder
- Setting the live encoder
- Recording a live stream
- Playing a live stream
- Creating bandwidth strategies

