



Flash Rich Content Creation

Flash Rich Content Creation is an introductory course for designers and budding developers new to the Flash environment. In this course, students will produce an engaging interface using text, graphics, animations, video and sound. Simple user interactions are added using ActionScript behaviors. In addition to teaching essentials, the course focuses on teaching best practices for creating Flash content.

Target Student: This course is for people who want to learn the Flash interface and commonly used features. It is designed for people who are new to Flash or who have only used it to build applications.

Prerequisites: Before taking this course, you should have a basic understanding of your computer's operating system. For example, you should know how to launch an application, create and save files, and copy files from CDs and other media.

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 be able to incorporate symbols and instances into your Flash projects and add interactivity and sound elements to your animations. Finally, you will know how to test and publish your Flash movies.

What's Next:

Flash ActionScript teaches fundamental programming techniques, by introducing core concepts including instance names, variables, functions, properties, and methods; then proceeds through conditions, loops, event handling, and animating with ActionScript.

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

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.

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

Performance-Based Objectives

Upon successful completion of this course, you will be able to:

- Create and set up a Flash document.
- Import and create graphics.
- Use Flash drawing tools.
- Create and use symbols.
- Produce motion and shape animations.
- Add simple interactivity with ActionScript.
- Import sound and video.
- Publish a Flash document in varying formats.



Flash Rich Content Creation 16 hours

Working in Flash

- Working with the Library Panel
- Using the Property Inspector
- Using the Tools Panel
- Undoing Steps in Flash
- Previewing your Movie
- Publishing your Movie

Working with Graphics

- Creating Rectangles
- Using a Gradient Fill
- Making Selections
- Drawing Ovals
- Creating a Simple Animation
- Working with Lines
- Manipulating Objects
- Testing a Movie

Creating and Editing Symbols

- Importing Illustrator Files
- About Symbols
- Converting Objects to Symbols
- Importing Bitmap Images
- Adding Bitmaps to a Movie Clip Symbol
- Working with Buttons
- Adding Transparency

Working with Text

- Organizing Layers in a Timeline
- Placing Assets on Layers
- Using Tweens to Animate Objects
- Creating Text
- Animating Text with Masks
- Using Tweens to simulate a Shaking Motion

Creating Interactive Files

- Designing a Layout
- Creating Buttons
- Adding ActionScript to Buttons
- Creating a Preloader

Adding Sound and Video

- Adding Sound to the Timeline
- Preparing Flash Video Content
- Creating a Video Player
- Working with Video that includes Alpha Channels

Publishing Flash Documents

- Testing a Flash Document
- Adding Metadata
- Publishing a Movie for the Web
- Alternative Publishing Options

