



4D Group

Flash Introduction

Who would benefit?

This course is for web developers who are new to Flash and who would like to enhance their Web site with vector graphics and animate that artwork and how to create interactive movies.

Objective

To gain practical experience in how to create vector graphics and animations and other interactive elements as well as using sound and testing Flash movies.

Content

Discuss individual's needs.
Flash Environment.
What is Flash.
Vector vs. Raster graphics.
The Flash work environment.
Drawing and painting tools.
Apply fills and strokes to existing shapes.
Create custom colours, gradients and line styles.
Objects on a single layer.
Manipulate objects.
Single layer object interaction.
Transform and group objects.
Edit shapes.
Work with bitmaps.
Work with multiple layers.
Mask layers.
Aligning objects.
Create text labels, blocks and fields.
Breaking text apart.
Frame-by-frame animation.
Animation with shape tweening.
Create a motion-tweened animation.
Using a guide layer.
Publishing a Flash Movie.
Publish settings.
Publish preview.
Publishing your file.

Duration

One day