

Course Outline

Macromedia Flash Introduction

After completing this one-day course, students will know how to:

- Explore Flash, use the Help feature, and open an existing document.
- Create, select, edit, and handle shapes by using the various tools.
- Apply colours to shapes, and create custom colours, gradients, and line styles.
- Combine and group shapes, import bitmaps, and convert them to vector shapes.
- Add text to a document and format the text.
- Use layers to arrange shapes in a document and modify the layers.
- Play an animation, create a frame-by-frame animation use Onion Skin, and work with templates

This course is designed for those who have a good idea how to create visually appealing shapes and diagrams as well as some basic graphic design skills. You will get the most out of this course if you are familiar with Web browsers, Internet and graphic design terminologies, and if your goal is to design animation for the Web. The target students for this course should be competent users of a personal computer and Windows 2000 or later.

Days of training: 1

Prerequisites: Windows 98: Basic, Windows 2000: Basic, Windows XP: Basic or equivalent experience

Flash basics

The Flash interface
Working with images
Basic drawing

Shapes

Basic shapes
Selecting and editing shapes

Colour

Applying colour
Custom colours and gradients

Text

The Text tool
Text formatting
Text utilities

Layers

Layer basics
Modifying layers
Guide layers

Animation

Animation basics
Creating and manipulating animations
Tweening and hinting

Button symbols

Button symbols