

## Director

Duration: 2 days

**Adobe Director is a multimedia-authoring tool widely used for producing applications for distribution on CD-ROM, DVD and the web. Applications developed for the web are saved as Shockwave movies and embedded in an HTML page. The program contains a sophisticated scripting language called Lingo.**

### Course Objectives:

This Adobe Director training course introduces delegates to the enormous range of possibilities that Director offers.

#### Essentials

- What is multimedia
- Types of presentation
- Director's role in multimedia
- The scope of the program
- Director: a frame-based program
- Stage, control panel, cast and score
- Importing cast members
- Placing cast members in the score
- What is a sprite
- Layers and inks
- Playing a presentation
- Setting the tempo
- Creating cast members in Director

#### Animation

- Summary of animation techniques
- automatic animation features
- Text effects and zoom text
- Animating with copy and past
- Linear sprite tweening
- Customised sprite tweening
- Creating and using film loops

#### Input & Output

- Transforming paint cast members
- Colour depth
- Text and field differences
- Mastering ink settings
- Arranging and sorting cast members
- Working with multiple cast
- Score window skills
- How Director handles video
- Importing video clips
- Importing audio clip
- Creating a Projector file

#### Interactivity

- What is interactivity
- Using behaviours
- The power of the go to command
- Labelling frames with markers
- Getting help on Lingo
- Attaching scripts to cast members
- Creating score behaviours
- Creating movie scripts

#### Production Skills

- Planning projects
- Designing a user interface
- Planning for different machines
- Font mapping
- Testing a project
- Save and Compact
- Protecting movies
- Projector options
- Customising a projector
- Preparing a project for CD-ROM

#### Director Techniques

- Creating circular motion
- Reverse Sequence
- Improving animation efficiency
- Film loops versus QuickTime
- Using Onion Skin
- Optimising performance: cast
- Optimising performance: sprites
- Freezing playback speeds
- Playing sounds from disk
- Using virtual sound channel
- Looping sounds from disk
- Controlling digital video
- Direct To Stage
- Creating Shockwave output
- Using Flash movies

#### Scripting

- Different types of script
- Different types of handler
- Different types of event
- Using global and local variables
- Passing arguments to a handler
- Handlers that return a value
- Typical initialisation routines
- Reducing the number of frames
- Creating reusable code
- Switching cast member
- Switching cast member files
- Creating conditional structures
- Creating loop structures
- Responding to user action
- Hidden buttons and rollovers
- Allowing user input
- Overview of debugging techniques
- Alert messages and text fields

### Course Prerequisites:

- Ability to use and navigate a web browser.