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**silicon  
beach**  
TRAINING

## Flash

**Duration:** 2 days

**Price:** £445 + vat

### Prerequisites

Silicon Beach Training recommends that all delegates familiarise themselves with the Flash interface before attending

### Testimonials

*"There was a good balance between tutor led examples and freedom to try things on your own. Great foundation for animation and web design."*

**Steve Oliver - Chelsea Building Society**

*"Really helped me to understand the programme & what is possible on a basic level to more complicated work. The build up from the basics to more complicated work helped me to get to grips with Flash."*

**Simon Smith**

Adobe Flash is the industry standard for delivering rich graphic content over the web incorporating animation, sound and user interactivity. Flash has evolved to satisfy the need for web designers to create ever more complex and visually engaging content whilst maintaining an efficient and effective download capability.

This two day instructor led, Flash Training course will introduce delegates to the main features in Flash including vector graphics, interactivity, animation, video and publishing Flash movies into an HTML page.

### Objectives

After this Flash training course, delegates will:

- Create and edit vector graphics
- Create interactive page elements
- Create custom animations
- Incorporate sound into animations and web pages

### Course Content

#### Introduction to Flash

- The Flash Interface
- Flash and HTML
- How Flash movies work - streaming and vectors
- Finding your way around Flash
- What Flash can and can't do

#### Flash basics

- Setting Movie properties
- Using Vector-based paint and draw tools
- Creating & editing shapes and working with shapes and elements
- Grouping elements
- Using panels and shortcuts for efficiency.

#### Creating vector graphics

- Lines and brush strokes
- Drawing lines, rectangles and ovals
- Smoothing/straightening lines and curves
- Using grids and rules
- Aligning objects
- Using gradients and fills
- Creating and editing custom colours and fills
- Using colours to create 3d and light effects

continued...



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### Related Courses

**Dreamweaver:** 2 days

**Advanced Flash:** 2 days

**ActionScript2:** 2 days

**ActionScript3:** 3 days

### Links

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### Text

- Creating and editing text
- Breaking apart and reshaping text
- Adjusting weighting, font, style and alignment

### Transformations

- Rotating, skewing, scaling and flipping
- Free Transform

### Layers and Keyframes

- Locking layers and colour coding layers
- Using Mask and masked layers
- Understanding frames and keyframes

### Creating simple animations

- Using the Timeline Frames and keyframes
- Using the onion skin and outline colours mode
- Frame by frame animations

### More animation features

- Creating tweened animations
- Shape and motion tweening
- Creating animations along a path

### Symbols and Instances

- Working with symbols
- Creating and editing symbols
- Assigning properties to instances
- Using the Edit symbol Commands
- Applying transparency to colours and gradients

### Images

- Importing layered images from other Adobe products such as Photoshop
- Do's and don't's when importing images

### Interactivity

- Explaining actions and event-handlers
- Types of actions
- Adding actions to buttons and keyframes
- Giving control to the user
- Nesting symbols
- Creating animated buttons
- Making interactive links to other scenes and URLs

continued...



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### Sound

- Importing sound
- Adding sound to a scene and adding sound to buttons
- Synchronising sound
- Streaming audio with MP3 compression

### Video

- Flash video codecs explained
- Video streaming modes explained
- Using the video import wizard
- How to deploy video

### Components

- Introduction to components
- Changing component parameters
- Changing the appearance of components

### Management

- Using the library to organise elements
- Using the Movie Explorer to keep track of elements

### Testing and Publishing

- Using the bandwidth profiler
- Streaming and streamlining your movie
- Using the Publish command
- Inserting a preloader



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