

Flash Masterclass Training

Adobe Flash Masterclass 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 one day 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.

Objective

Upon completion of this Adobe Flash Masterclass training course, the delegate will be able to:

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

Details

Duration: 1 Day

Who is this course for

Designers and developers who are new to Flash and want to learn about vector graphics, interactivity, animation, video and publishing Flash movies into an HTML page.

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

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

- Direct import of layered images from other Adobe products such as Photoshop
- Do's and don'ts 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

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

