

Overview: You will create Flash-based movies that contain graphics, text, and animations.

Prerequisites: To get the most out of this course, students should be familiar with using a Windows-based computer. They should be comfortable using the Internet with Internet Explorer; familiarity with other browsers is a plus. Furthermore, students should have a basic understanding of HTML and design and media applications, such as Freehand and Fireworks.

Course Length: 2-day

Performance-Based Objectives

Upon successful completion of this course, students will be able to:

- explore the types of applications you can build, how the user interface can be used, and how to create Flash movies.
- create and manipulate graphics in your Flash document.
- add text and Flash components to your Flash document.
- animate graphics using different techniques.
- add interactivity to your Flash document using buttons.
- work with movie clips.
- add audio to a movie.
- add video to a movie for creating dynamic animations in Flash.
- publish Flash documents.

Course Content

Lesson 1: Exploring Adobe Flash CS3

Examine Rich Internet Applications
Explore the Adobe Flash CS3 Environment
Topic 1C: Produce a Flash Application File

Control the Timeline with ActionScript
Create a Shape Tween Animation
Animate Using Timeline Effects

Lesson 2: Working with Graphics

Import Graphics
Create Vector Graphics
Modify Vector Graphics
Organize Content with Layers
Modify Colors
Convert Graphics to Symbols
Create a Mask Effect

Lesson 5: Adding Interactivity to Buttons

Create Buttons
Control Movies with Button Behaviors
Create Navigation Systems

Lesson 3: Managing Text in a Flash Document

Add Text to a Flash Document
Set Font Options
Add Input Text Using Flash Components
Apply a Skin to a Component

Lesson 6: Working with Movie Clips

Add Interactivity with Movie Clips
Create a Flash Slide Presentation
Apply Effects to Movie Clips

Lesson 4: Adding Animations to a Flash Document

Create a Frame-by-Frame Animation
Create a Motion Tween Animation
Create a Complex Motion Tween

Lesson 7: Adding Audio to a Movie

Import Audio
Control Sound Playback
Add Sounds with Behaviors

Lesson 8: Adding Video to a Movie

Encode a Video Object
Create a Video Object

Lesson 9: Publishing Flash Documents

Publish a Flash Document
Detect the Flash Player Version