

Flash 8: Advanced

Duration: 3 Days

Course Overview:

You have explored the basic features and functions of Flash 8. The development of more dynamic Flash content, however, requires the knowledge of more advanced features and design techniques. In this course, you will use these advanced techniques to create both simple and complex interactive movies using ActionScript.

Students Learn How To:

- Explore the basics of ActionScript
- Plan movies in Flash and create simple interactivity
- Create an interactive video game
- Create components and complex interactivity
- Manage symbols and instances
- Organize large projects more easily using scenes and labels
- Create interactive components in Flash and establish a navigation structure
- Import audio into a Flash movie and control the different types of sounds
- Work with video objects for creating dynamic animations in Flash
- Publish a Flash movie and configure it for a quick and easy download

Who Should Attend: Students who want to have an in-depth understanding of techniques used to create more advanced web pages.

Prerequisites: Students should be familiar with the basic features and functions in Flash 8 Introduction.

Course Outline:

Exploring the Basics of ActionScript

View a Flash File
Create a Basic Navigation
Apply Effects to Buttons
Set a Timeline Path Using Dot Notation

Planning Movies

Create a Storyboard
Create Modularity in Flash

Creating Simple Interactivity

Apply Effects at Runtime
Manipulate Variable Values Using Scripts
Set the Scroll and Tab Properties
Add a Movie Clip Script
Set Volume Using ActionScript
Create Conditional Statements

Creating a Video Game

Respond to Key Presses
Manipulate Movie Clips
Animate an Object

Creating Complex Interactivity

Make Movie Clips Draggable
Specify the Drop Target
Mark Targets Using Arrays
Create a Loop and Prevent Overlaps
Check Variable Values
Compare Arrays
Create an Easing Effect

Using Components

Create a Check Box
Create a Radio Button
Create a Combo Box

Managing Symbols and Instances

Convert an Object to a Graphic Symbol
Create a Movie Clip Symbol
Create Button Symbols
Manage Symbols

Organizing Projects

Create a Scene
Add Labels to a Timeline
Compress an Image

Creating Interactivity in Flash

Switch Scenes
Build a Navigation Structure
Create a Preloader

Working with Sounds

Import Audio
Control Event and Streaming Sounds

Working with Video Objects

Encode a Video Object
Create a Video Object
Apply a Skin to a Component

Publishing a Flash Movie

Explore the Testing Environment
Customize the Publish Settings