

Flash 8: Introduction

Duration: 2 Days

Course Overview:

This course is meant for students who have no exposure to the features and functions of Flash 8. The tools present in Macromedia Flash 8 help one to create and manipulate a wide variety of objects ranging from a simple graphic design to a complex animation sequence. You will explore the basics of Flash 8, including its tools and features. You will also create different types of animations and publish them on the web. The topics covered provide the critical skills you need to create objects and animations in Flash 8.

Students Learn How To:

- Save and manage workspace layouts, work with panels, and set initial movie characteristics
- Use basic drawing and painting tools and modify the outline and fill properties of objects
- Create custom color swatches, gradients, and line styles
- Select, transform and group objects and experiment with line and shape interaction
- Import a bitmap image into a Flash 8 document and convert it to a vector image
- Create text blocks and convert them into shapes
- Edit and manipulate Flash 8 movies and create a visual effect using mask layers
- Work with the Align panel to quickly arrange objects on multiple layers
- Create frame-by-frame, shape-tween, and motion-tween animations
- Add a motion guide layer to improve the look of motion-tween animations

Who Should Attend: This course is for beginning level Flash 8 users.

Prerequisites: Students enrolling in this course should be familiar with the Windows or Macintosh operating systems and have a basic understanding of Web terminology.

Course Outline:

Exploring the Flash 8 Environment

Explore Flash 8
Explore the Flash 8 Work Environment
Work with Templates

Exploring the Drawing and Painting Tools

Compare Vector and Raster Graphics
Examine the Basic Drawing and Painting Tools
Create a Custom Color Swatch, Gradient, and Line Style

Manipulating Objects

Edit Objects Using the Selection Tools
Change Object Interaction
Create Symbols and Instances
Transform Objects
Work with Bitmap Images

Working with Text

Create Text Blocks
Convert Text into Shapes

Working with Multiple Layers in a Movie

Work with Multiple Layers
Create a Mask Layer
Align the Objects in a Flash 8 Document

Creating an Animation

Create a Frame-by-Frame Animation
Create a Shape-Tween Animation
Create a Motion-Tween Animation
Create a Guide Layer
Mask Animations

Publishing a Flash 8 Movie

Select the Publish Settings
Publish a Flash File

Appendix A: Flash 8 Designer Certification Exam Objectives