



Flash Advanced ActionScript 3.0

Flash Advanced ActionScript is a 2-day course that provides you with the knowledge and hands-on practice required to build more flexible and dynamic design-based Flash pieces. This course focuses on teaching you more advanced ActionScript topics that remove reliance on timeline-based visual tools. It also introduces you to other ActionScript codes that will allow you to generate dynamic design and navigation elements that cannot be created without ActionScript.

Target Student: This course is for Flash designers who have some experience with ActionScript 3.0, but want to learn more advanced topics and features to enhance their Flash movies.

Prerequisites: To take this course, you should have completed both the Flash Rich Content Creation course and Flash ActionScript course, or have equivalent experience and knowledge.

Delivery Method: Instructor-led, classroom-delivery learning model with structured hands-on activities.

Benefits: After completing this course, you will know how to create more advanced Flash projects, including how to write methods, functions and event handlers as well as how to import and loop through XML data. Additionally you will be able to preload images, position visual elements, and apply filters and blends to images dynamically.

What's Next:

Dreamweaver Website Development Learn to create websites using Dreamweaver. The course focuses on best practices and design, stressing the importance of usability.

Dreamweaver Dynamic Application Development Increase the complexity of your sites by helping your site “break out of the box.”

Acrobat/PDF Create and secure PDFs for document distribution on the Web.

Performance-Based Objectives

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

- Work with Flash classes.
- Write methods, functions and event handlers.
- Create filters and blends with ActionScript.
- Access XML data.
- Loop through XML data.
- Format text with cascading style sheets.
- Position visual elements dynamically.
- Create instances of the Flash Object class.
- Load external media.
- Create Timeline-based custom easing.
- Add easing via ActionScript.
- Use Delegate to create a component listener.





Flash Advanced ActionScript 3.0

Architecting a Flash Application

- Architecting with Layers
- Architecting with Movie Clips
- Placing Code in External ActionScript Files
- Introducing Object Oriented Programming Concepts
- Working with Flash Classes
- Writing Methods, Functions and Event Handlers
- Referencing Dynamic Variables Using Bracket Notation
- Extending the Movie Clip Class
- Detecting Movie Clip Interactions with hitTest

Working with Graphics

- Learning about Flash Drawing Models
- Using Filters
- Using Blends
- Creating Filters and Blends with ActionScript
- Introducing Bitmap Caching

Importing XML Data

- Learning about XML
- Using XML in Flash
- Accessing XML Data
- Looping through XML Data

Working with Text

- Implementing Advanced Anti-alias Rendering
- Introducing the TextFormat Class
- Formatting text with Cascading Style Sheets
- Resizing Text Fields

Implementing Advanced Graphic Loading

- Creating Reusable Instance-based Code
- Loading External Media
- Creating Instances of the Flash Object Class
- Introducing Listeners and Event Handlers
- Understanding the Event Handlers
- Attaching Movie Clips
- Positioning Visual Elements Dynamically
- Understanding Swapping Depths

Reviewing Animation Basics with ActionScript

- Creating Timeline-based Custom Easing
- Animating with ActionScript
- Interacting with the Mouse Location
- Adding Easing via ActionScript
- Creating a Mask with ActionScript

Learning Advanced Animation with ActionScript

- Introducing the Tween Class
- Handling Tween Class Events
- Introducing the Transition Classes
- Using Delegate to Create a Component Listener

Styling and Skinning Components

- Styling Components
- Skinning Components with Themes
- Skinning Components Manually