



Flash Rich Content Creation

Flash Rich Content Creation is an introductory course for designers and budding developers new to the Flash environment. In this course, students will produce an engaging interface using text, graphics, animations, video and sound. Simple user interactions are added using ActionScript behaviors. In addition to teaching essentials, the course focuses on teaching best practices for creating Flash content.

Target Student: This course is for people who want to learn the Flash interface and commonly used features. It is designed for people who are new to Flash or who have only used it to build applications.

Prerequisites: Before taking this course, you should have a basic understanding of your computer's operating system. For example, you should know how to launch an application, create and save files, and copy files from CDs and other media.

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

Benefits: After completing this course, you will know how to create custom Flash animations for use on the Web. You will create frame-by-frame, shape-tweened and motion-tweened animation using both custom and imported graphics as well as text. You will also be able to incorporate symbols and instances into your Flash projects and add interactivity and sound elements to your animations. Finally, you will know how to test and publish your Flash movies.

What's Next:

Flash ActionScript teaches fundamental programming techniques, by introducing core concepts including instance names, variables, functions, properties, and methods; then proceeds through conditions, loops, event handling, and animating with ActionScript.

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

Flash Advanced ActionScript provides the knowledge and hands-on practice required to build more flexible and dynamic design-based Flash pieces, focusing on more advanced ActionScript topics that will remove a reliance on timeline-based visual tools.

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:

- Create and set up a Flash document.
- Import and create graphics.
- Use Flash drawing tools.
- Create and use symbols.
- Produce motion and shape animations.
- Add simple interactivity with ActionScript.
- Import sound and video.
- Publish a Flash document in varying formats.





Flash Rich Content Creation

Working in Flash

- Working with the Library Panel
- Using the Property Inspector
- Using the Tools Panel
- Undoing Steps in Flash
- Previewing your Movie
- Publishing your Movie

Working with Graphics

- Creating Rectangles
- Using a Gradient Fill
- Making Selections
- Drawing Ovals
- Making Patterns
- Creating Curves
- Creating Transparencies
- Creating and Editing Text

Creating and Editing Symbols

- Importing Illustrator Files
- About Symbols
- Creating Symbols
- Importing Photoshop Files
- Editing and Managing Symbols
- Changing the Size and Position of Instances
- Changing the Color Effect of Instances
- Understanding Blend Effects
- Applying Filters for Special Effects
- Positioning in 3D Space

Adding Animation

- About Animation
- Understanding the Project File
- Animating Position
- Changing the Pacing and Timing
- Animation Transparency, Filters and Transformations
- Changing the Path of the Motion
- Swapping Tween Targets
- Creating Nested Animations
- Using the Motion Editor
- Easing
- Animating 3D Motion
- Previewing Animation

Articulated Motion and Morphing

- Articulated Motion with Inverse Kinematics
- Constraining Joints
- Inverse Kinematics with Shapes
- Armature Options
- Morphing with Shape Tweens
- Using Shape Hints

Creating Interactive Navigation

- About Interactive Movies
- Designing a Layout
- Creating Buttons
- Understanding ActionScript 3.0
- Adding a Stop Action
- Creating Event Handlers for Buttons
- Creating Destination Keyframes
- Playing Animation at the Destination
- Animated Buttons

Working Sound and Video

- Understanding the Project File
- Using Sounds
- Understanding Flash Video
- Using the Adobe Media Encoder
- Understanding Encoding Options
- Playback of External Video
- Working with Video and Transparency
- Embedding Flash Video

Using Components

- About Components
- Adding a Text Component
- Using Components to Create Interactivity

Loading and Controlling Flash Content

- Loading External Content
- Removing External Content
- Controlling Movie Clips
- Creating Masks

Publishing Flash Documents

- Testing a Flash Document
- Understanding the Bandwidth Profiler
- Adding Metadata
- Publishing a Movie for the Web
- Alternative Publishing Options