



### 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 snippets. 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 simple interactions.

**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 3.0.

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

**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 3.0.
- Import sound and video.
- Publish a Flash document in varying formats.





## Flash Rich Content Creation

### Getting Acquainted

Getting to know the Workspace  
Working with the Library  
Understanding the Timeline  
Using the Properties Inspector  
Publishing

### Working with Graphics

Understanding Strokes and Fills  
Creating Shapes  
Using Gradient and Bitmap Fills  
Making Patterns and Decorations  
Creating Transparencies

### Creating and Editing Symbols

Importing Photoshop/Illustrator Files  
Creating/Editing Symbols  
Applying Filters and Blend Effects  
Working in 3D

### Adding Animation

Animating Size and Position  
Changing the Pacing and Timing  
Animating Transparency and Filters  
Changing the Path of the Motion  
Creating Nested Animations  
Easing  
Simulating Physics with Inverse Kinematics

### Creating Interactive Navigation

Creating Buttons  
Understanding ActionScript 3.0  
Adding ActionScript to the Timeline  
Creating Event Handlers for Buttons  
Using the Code Snippets Panel

### Working with Sound and Video

Using Sound  
Understanding Flash Video  
Using Adobe Media Encoder  
Playback of External Video

### Publishing

Using the Bandwidth Profiler  
Publishing a Movie for the Web  
Alternative Publishing Options