



### Flash Video Techniques

**Flash Video Techniques** provides students the knowledge and hands-on practice they need to produce and deliver high-quality Flash Video over the internet using Flash Professional. This course will focus on delivering the best experience possible with Flash Video, exploring bandwidth scaling, progressive downloading, and streaming with the Flash Media Server.

**Target Student:** This course is for developers with extensive experience with Adobe Flash Professional.

**Prerequisites:** Before taking this course, you should have completed both the Flash Rich Content Creation course and the Flash ActionScript 3.0 course, or have equivalent experience and knowledge. Experience working with video is highly recommended.

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

**Benefits:** After completing this course, you will know all the ways to deliver video through the Flash Player. You will learn how to convert raw video to Flash Video. You will learn the different delivery methods for deploying video. You will also learn how to make custom video players as well as apply effects, closed captioning and other complex interactions. Finally you will learn how to create dynamic playlists and utilize the Flash Media Server.

#### What's Next:

**Dreamweaver Website Development** Learn to create web sites using Macromedia 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.

**Flex Rich Client Applications** Learn to create dynamic applications using Adobe Flex and build a fully functional, well-architected front end for a Rich Internet Application (RIA).

#### Performance-Based Objectives

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

- Develop a rich media player using the pre-built components as well as ActionScript 3.0.
- Use high-quality encoding techniques, including the new Flash Video codec enabling the delivery of higher quality video over lower bandwidth connections.
- Create live video.
- Export the new alpha-channeling and video color filters.
- Build a custom media player.
- Enhance the user experience.





## Flash Video Techniques 2 Days

### Pre-production Primer

Designing the Video Experience  
Planning Your Video Shoot  
Selecting Equipment

### Capturing and Processing Video

Capturing Video  
Processing Video with Adobe After Effects CS4

### Compression and Encoding Primer

Distinguishing Source Files and Their Differences  
Understanding Video File Bit Rates  
Learning About Player Versions and Codec Options  
Determining Your Video Compression Profiles

### Delivery and Deployment Primer

File Formats: SWF, FLV, H.264, and HTML  
Protocols: HTTP vs. RTMP  
Delivery: Web Server, Flash Media Server, or CDN?  
Playback: Live Streaming vs. Pre-recorded  
Budgets: Bandwidth and Transfer Rates

### Placing Video on a Web Page

Integrating FLV Video with Dreamweaver  
Playing Video with Flash CS4 Components  
Gathering Files for Deployment

### Exploring the FLVPlayback Components

Configuring the Component  
Enhancing Playback with Cue Points  
Modifying Skins  
Building a Player with Custom UI Components

### Building Your Own Video Player

Making a Connection  
Building Basic Playback Controls  
Reading Metadata from a Video  
Enabling a Full-Screen Mode

### Integrating Multiple Bit Rates

Knowing When to Offer More Than One Bit Rate  
Determining Which Bit Rates to Offer  
Preparing SMIL Files  
Calculating Available Bandwidth  
Enabling Dynamic Buffering with a Real-Time Stream  
Using Dynamic Streaming with Flash Media Server 3.5

### Building a Video Index and Playlist

Making a Marker Index for Video  
Building a Video Playlist  
Playing Video Ads During a Video Feature

### Constructing Banner Ads and Captioned Videos

Coding a Video Banner Ad  
Controlling Captions with Timed Text XML

### Creating a Backup HTML5 Video Player

Overview of HTML5  
Detecting the Flash Player  
Testing the User Experience