Flash Video Development

Flash Video Development 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 and Flash Video Streaming Services.

Target Student: This course is for developers with extensive experience with Macromedia Flash

Prerequisites: Before taking this course, you should have completed both the Macromedia **Flash Rich Content Creation** course and the Macromedia **Flash Action Script** 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 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 know how to incorporate symbols and instances into your Flash projects and add interactivity and sound elements to your animations. Finally, you will learn how to test and publish your Flash movies.

What's Next: Flash Advanced Design 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.

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.

Performance-Based Objectives

Upon completion of this course you will know how to:

- develop a rich media player using the new Flash Professional 8 pre-built components as well as ActionScript
- 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

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3 Days - 24 hours
Course Outline

Introducing Flash Video
Defining streaming and digital video
Understanding key Flash Video concepts
Viewing Flash Video market adoption statistics
Examining the streaming video market

Building a Component Based Media Player
Understanding Flash Video development workflow
Building a media player with the FLVPlayback and FLV
    Playback Custom UI components
Binding playback properties and components
Building a playlist and video picker
Skinning FLVPlayback Custom UI components

Encoding Flash Video
Introducing CODECs and video encoding
Converting to FLV
Understanding bandwidth and data rate
Using advanced encoding settings
Adding cue points, cropping, and trimming

Delivering Flash Video
Comparing embedded vs. progressive download
Streaming Flash Video
Using Macromedia Flash Video Streaming Services
Using the Flash Media Server
Tracking FLV Playback

Reviewing ActionScript
Using Media Component properties and methods
Handling Media Component events
Using ActionScript to control the Media Components

Building a Custom Media Player
The process for building a custom media player
Learning the ActionScript required for streaming
Creating a connection to the server
Controlling and managing streams
Introducing and using the embedded Video object
Adding video playback filters
Using the Sound class to manage audio
Listening and responding to stream events

Adding Flash Video Effects
Understanding filters, blends, and masks
Masking the FLVPlayback component
Importing alpha channels with video
Creating a Flash movie that uses video with alpha channels
Understanding differences between author-time and run-
    time effects
Embedding the FLVPlayback component inside a MovieClip
Using blend modes
Using ActionScript to apply filters

Enhancing the User Experience
Understanding the importance of the user experience
Creating auto detection for bandwidth, Flash Player version,
    and connection speed
Creating playback controls
Using full screen playback
Creating error handling

Working with Cue Points and User Accessibility
Introducing embedded cue points
Understanding accessibility issues for video playback
Manipulating cue points with ActionScript
Adding closed captioning
Controlling video with keyboard commands

Using Live Video
Introducing live video
Using the live video encoder
Setting the live encoder
Recording a live stream
Playing a live stream
Creating bandwidth strategies