

## Introduction, 2 Days

### Course Description

In this course you will create Web pages or Web page components that contain text, graphics, and animation, and that will display correctly in almost every browser on most computing platforms. You will create Flash-based movies that contain graphics, text, and animations.

### Prerequisites

To get the most out of this course, students should be familiar with using a Windows-based computer. They should be comfortable using the Internet with Internet Explorer; familiarity with other browsers is a plus. Furthermore, students should have a basic understanding of HTML and design and media applications, such as Freehand and Fireworks.

### Topics Covered

#### Exploring Flash

- Define Rich Internet Applications
- Orientation to Flash
- The Process of Producing Flash Applications

#### Working with Graphics

- Import Images
- Create Vector Graphics
- Modify Vector Graphics
- Organize Content with Layers
- Modify Colors
- Optimize Movies by Using Symbols
- Create Mask Effects

#### Adding Text to a Movie

- Create Text
- Build Forms
- Set Starting Text with ActionScript
- Set Font Options
- Add Input Text by Using Flash Components

#### Adding Animations to a Movie

- Create an Animation
- Create a Motion Tween Animation
- Create a Complex Motion Tween
- Control the Timeline with ActionScript
- Create a Shape Tween Animation
- Animate Using Timeline Effects

#### Adding Interactivity with Buttons

- Create Buttons
- Control Movies with Button Behaviors
- Create Navigation Systems

#### Creating Interactive Movies

- Add Interactivity with Movieclips
- Create a Flash Slide Presentation

#### Adding Media to a Movie

- Add Sounds
- Add Sounds with Behaviors
- Add Video
- Display Video with Media Components

#### Publishing Flash Documents

- Publish Documents
- Detect the Flash Player Version