

Adobe® Flash® MX: Level 1



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Flash MX: Level 1 is a hands-on course that will introduce you to the basics of creating objects and animating in Macromedia's Flash MX. You will explore the basics of Flash, including tools and features, and will create different types of animations. Finally, you will publish material for the Web.

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I. Course Specifications

Duration: 18 hours

Pricing: 490 L.E.

II. Prerequisites

In order to take this course, you need to be familiar with your computer's operating system and basic operation.

III. Delivery Method

Instructor-led, group-paced, classroom-delivery learning model with structured hands-on activities.

IV. Benefits

After completing this course, students will know how to create custom Flash animations for use on the Web. Students will create frame-by-frame, shape-tweened, and motion-tweened animation using both custom and imported graphics as well as text.

V. Performance-based Objectives

- View a Flash movie and modify the appearance of the Stage.
- Draw, paint, and create custom colors, gradients, and line styles.
- Manipulate objects, describe shape interaction, and import artwork.
- Add text and manipulate its behavior and appearance.
- Build layers and use them to create various effects.
- Create frame-by-frame, shape-tweened, and motion-tweened animation.
- Publish a Flash movie.

VI. Course Contents

Lesson 1: The Flash Environment

- Topic 1A: What is Flash?
- Topic 1B: The Flash Work Environment

Lesson 2: Drawing and Painting

- Topic 2A: Vector vs. Raster Graphics
- Topic 2B: Basic Drawing and Painting Tools
- Topic 2C: Creating Custom Colors, Gradients, and Line Styles

Lesson 3: Manipulating Objects

- Topic 3A: Selecting Objects
- Topic 3B: Object Interaction
- Topic 3C: Transforming and Grouping Objects
- Topic 3D: Bitmap Images

Lesson 4: Working with Text

- Topic 4A: Text Blocks
- Topic 4B: Converting Text into Shapes

Lesson 5: Multiple Layers in a Movie

- Topic 5A: Creating and Managing Multiple Layers
- Topic 5B: Mask Layers
- Topic 5C: Aligning Objects

Lesson 6: Creating Animation

- Topic 6A: Frame-by-Frame Animation
- Topic 6B: Shape-Twined Animation
- Topic 6C: Motion-Twined Animation
- Topic 6D: Guide Layers
- Topic 6E: Mask Animations

Lesson 7: Publishing Your Flash Movie

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- Topic 7A: Selecting Your Publishing Settings
- Topic 7B: Previewing and Publishing Files