

# Course overview: Macromedia Flash MX Basic

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## Overview and objectives

After completing this one-day course, students will know how to:

- Explore Flash MX, use the Help feature, and open an existing document.
- Create, select, edit, and handle shapes by using the various tools.
- Apply colors to shapes, and create custom colors, gradients, and line styles.
- Combine and group shapes, import bitmaps, and convert them to vector shapes.
- Add text to a document and format the text.
- Use layers to arrange shapes in a document and modify the layers.
- Play an animation, create a frame-by-frame animation use Onion Skin, and work with templates.

## Who should attend?

This course is designed for those who have a good idea how to create visually appealing shapes and diagrams as well as some basic graphic design skills. You will get the most out of this course if you are familiar with Web browsers, Internet and graphic design terminologies, and if your goal is to design animation for the Web. The target students for this course should be competent users of a personal computer and Windows 2000 or later.

### Getting started with Flash MX

- Introducing Flash • Getting Help • Closing files and exiting Flash • Unit summary

### Creating shapes

- Creating basic shapes • Selecting shapes • Viewing and editing shapes • Handling shapes • Unit summary

### Working with colors

- Applying colors • Creating custom colors, gradients, and line styles • Unit summary

### Manipulating shapes and images

- Combining and grouping shapes • Using external images • Unit summary

### Inserting text

- Using the Text Tool • Formatting text • Unit summary

### Using layers

- Introducing layers • Modifying layers • Unit summary

### Introducing animation and templates

- Animation basics • Creating animations • Working with templates • Unit summary

### Course summary

- Course summary • Continued learning after class

### Quick reference

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