

Course overview:

Macromedia Flash MX 2004

Basic

(S474eng)



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Overview and objectives

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

- Explore Flash MX 2004, 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.

Flash basics

- The Flash interface • Working with images • Basic drawing

Shapes

- Basic shapes • Selecting and editing shapes

Color

- Applying color • Custom colors and gradients

Text

- The Text tool • Text formatting • Text utilities

Layers

- Layer basics • Modifying layers • Guide layers

Animation

- Animation basics • Creating and manipulating animations • Tweening and hinting

Button symbols

- Button symbols

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