

# Course overview:

## Macromedia Flash 8 Basic

(S655eng)



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### Overview and objectives

This 1-day course teaches students how to use Flash 8 Professional to create Flash applications for delivery on the Web. Students will get the most out of this course if they are familiar with basic Web concepts but have no prior experience with Flash. Students will learn how to draw and manipulate objects in Flash, apply colors, styles, and effects, create rollover buttons and simple animations, and apply basic ActionScript.

After completing this, students will know how to:

- Identify the types of applications that you can create in Flash, identify components of the Flash interface, set publishing options, publish a Flash file, and explore the Flash Help window.
- Create a new file from a template; set Stage properties; import images; create text blocks, drawing objects, and shapes; apply fills and strokes; transform shapes; combine objects and shapes; and create and reshape freeform shapes.
- Create, name, and manage layers; identify components of the Timeline; create frames, keyframes, and blank keyframes; and control the duration of a Flash application.
- Create custom colors and gradients, save custom swatches, and apply transparency, filters, and the Soften Fill Edges command.
- Create a frame-by-frame animation, create a motion tweened animation, control the acceleration and deceleration of a tweened animation, apply color effects, and create a movie clip animation.
- Create static buttons, rollover buttons, and invisible buttons; create a basic ActionScript; and apply a script to buttons to enable a user to control background music.

### 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 XP or later.

#### Getting started

- Flash overview • The Flash interface • Publishing • Getting help

#### Basic objects

- New file settings • Library items • Text • Basic shapes • Freeform drawing and editing

#### The Timeline

- Layers • Timeline basics

#### Formatting objects

- Custom colors and gradients • Soft edges

#### Timeline animation

- Frame-by-frame animation • Motion tweening • Movie clip animation

#### Interactive components

- Buttons • ActionScript fundamentals • Scripting sound control