

# Course overview:

## Macromedia Flash 8 Advanced

(S656eng)



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### Overview and objectives

This 1-day course builds on the skills and concepts taught in Flash 8 Professional: Basic. Students will learn how to create vector illustrations and a variety of animations and scripts; build interactive forms; and apply components, XML, and video content. After completing this one-day course, students will know how to:

- Create vector paths using the Pen tool, modify vector paths, and use paths to create mask layers.
- Add timeline effects to create transitions and animation, animate masks to selectively hide moving areas, add a motion path to move objects along curves, apply shape tweening to morph one shape into another, and apply custom easing to control acceleration and deceleration of multiple animation properties.
- Adjust movie clip properties with ActionScript, make a movie clip move in response to a button click, and convert code created for a specific movie clip to modular code that can act on any movie clip.
- Add form components such as CheckBoxes, RadioButtons, and text input boxes to allow users to enter data, write form validation scripts to ensure that users enter appropriate data, use ActionScript to style components, customize a theme, create global and class styles, and apply dynamic content via components.
- Use the Flash 8 Video Encoder application to convert DV content, import a video file into Flash, adjust component parameters, and create code to respond to cue points

### Who should attend?

This course is designed for those who know how to create visually appealing shapes and diagrams as well having some basic graphic design skills. You should be familiar with Web browsers, Internet and graphics terminologies, and programming logic techniques. You will get the most out of this course if your goal is to design animation for the Web. Students should also have taken Flash 8 Basic and be competent users of a personal computer and Windows XP or later.

#### Vector illustration

- Vector paths • Editing vector paths • Mask layers

#### Advanced timeline animation

- Timeline effects • Animating masks • Motion paths • Shape tweening • Custom easing

#### ActionScript animation

- Programming principles • Smooth motion • Modular code

#### Components

- Form components • Component scripts • Component styles • Dynamic content basics

#### Video

- Video encoding • Video within Flash files

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