

Macromedia® Flash Level 1 (Basic)

Course Length: One Day

Prerequisites: Intro to PC's or basic computer knowledge; basic Web knowledge.

Course Description

This course is designed to give proficiency in using Flash to create Flash movies for delivery on the Web.

Table of Contents

Unit 1: Flash basics

Topic A: The Flash interface
Topic B: Working with images
Topic C: Basic drawing

Unit 2: Shapes

Topic A: Basic shapes
Topic B: Selecting and editing shapes

Unit 3: Color

Topic A: Applying color
Topic B: Custom colors and gradients

Unit 4: Text

Topic A: The Text tool
Topic B: Text formatting
Topic C: Text utilities

Unit 5: Layers

Topic A: Layer basics
Topic B: Modifying layers
Topic C: Guide layers

Unit 6: Animation

Topic A: Animation basics
Topic B: Creating and manipulating animations
Topic C: Tweening and hinting

Unit 7: Button symbols

Topic A: Button symbols

Course Objectives

At the end of this course, students will be able to:

- Start Flash, explore the Flash interface, create a new Flash file, import and manipulate images, convert bitmaps to vector graphics, create shapes by using the Pencil and Pen tools, and draw lines by using the Line tool.
- Create shapes by using the Rectangle, Oval, Pen, and Pencil tools, create freeform shapes, select and edit shapes using the Selection, Lasso, and Free Transform tools, copy, move, and delete shapes, and group objects.
- Apply stroke and fill colors to a shape by using the Paint Bucket, Ink Bottle, and Eyedropper tools, and create custom colors, swatches, and gradients.



CORPORATE LEARNING

- Use the Text tool to create extending and fixed text blocks, modify text blocks and apply basic styles, alias small text, adjust the spacing, kerning, margins, and indentation of text, and use text utilities such as Find and Replace and the Spell Checker.