



Introduction to Adobe Flash training course

Course objective

Adobe Flash is the industry leading software for creating engaging and visually powerful web content. Our Flash training provides a comprehensive introduction to creating Flash content, from working with graphics, sound and video, to optimising and publishing Flash documents.

General information

- ▶ As an Adobe Authorised Training Centre (AATC), Armada meets the demanding standards specified by Adobe, ensuring a high standard of training.
- ▶ The syllabus for this course is based on that recommended by Adobe.
- ▶ Hands-on exercises familiarise delegates with the concepts and operations.

Who should attend?

Introduction to Adobe Flash training is ideal for newcomers to Flash. No specialist knowledge is required.

Duration

Two days.

What version of Flash is covered?

As an *on-demand* training course for your group, *Introduction to Adobe Flash* training can be based on any recent version of Flash.

This course is appropriate for Windows and Mac users alike.

Courseware and certification

Delegates receive comprehensive Adobe courseware to refer to throughout the course, and to use as a refresher following the course. Delegates are issued with a certificate confirming they have attended and successfully completed the course.

Location, price and further information

This course is arranged *on-demand* for your group, meaning that the course can be run on a date and at a location that suits you, which may be our training centre in Bromsgrove (close to Birmingham and the M5/M6/M40/M42 motorway network) or your venue.

For pricing and further information, please see: www.armada.co.uk/courseflash.htm.

Course outline

- ▶ **Module 1: Getting acquainted**
- ▶ **Module 2: Working with graphics**
- ▶ **Module 3: Creating and editing symbols**
- ▶ **Module 4: Working with text**
- ▶ **Module 5: Adding animation**
- ▶ **Module 6: Creating interactive files**
- ▶ **Module 7: ActionScript basics**
- ▶ **Module 8: Using components**
- ▶ **Module 9: Working with sound and video**
- ▶ **Module 10: Loading and optimising Flash content**
- ▶ **Module 11: Publishing Flash documents**

Please see over for an in-depth course outline.



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In-depth course outline

► **Module 1: Getting acquainted**

- Starting Flash and opening a file
- Getting to know the work area
- Working with the Library panel
- Using the Property inspector
- Using the Tools panel
- Undoing steps in Flash
- Previewing your movie
- Publishing your movie
- Using Flash Help
- Using Adobe online services
- Review Questions and answers

► **Module 2: Working with graphics**

- Getting started
- Creating rectangles
- Using a gradient fill
- Making selections
- Drawing ovals
- Creating a simple animation
- Working with lines
- Manipulating objects
- Masking objects
- Testing a movie
- Review Questions and answers

► **Module 3: Creating and editing symbols**

- Getting started
- Importing Illustrator files
- About symbols
- Converting objects to symbols
- Importing bitmap images
- Adding bitmaps to a movie clip symbol
- Working with buttons
- Adding transparency
- Review Questions and answers

► **Module 4: Working with text**

- Getting started
- Organizing layers in a Timeline
- Placing assets on layers
- Using tweens to animate objects
- Creating text
- Animating text with masks
- Using tweens to simulate a shaking motion
- Review Questions and answers

► **Module 5: Adding animation**

- Getting started
- About animation
- Setting up the project file
- Animating a movie clip symbol
- Working with nested symbols
- Using a mask to animate a symbol
- Moving objects across the Stage
- Adding sound
- Adding a stop action
- Animating titles

- Morphing objects
- Fading objects in
- Animating motion on a path
- Review Questions and answers

► **Module 6: Creating interactive files**

- Getting started
- About interactive files
- Designing a layout
- Creating buttons
- Activating the buttons
- Review Questions and answers

► **Module 7: ActionScript Basics**

- Getting Started
- Working with ActionScript 3.0
- Working with Conditional Statements
- Adding a stop action
- Using variables
- Downloading data from a URL
- Working with events
- Using events to script buttons
- Review Questions and answers

► **Module 8: Using Components**

- Getting started
- About components
- Adding a text component
- Using components to create interactivity
- Review Questions and answers

► **Module 9: Working with sound and video**

- Getting started
- Prepare the project file
- Creating sound buttons
- Creating movie thumbnail buttons
- Extending the Timeline
- Preparing Flash video content
- Working with video that includes alpha channels
- Review Questions and answers

► **Module 10: Loading and Optimising Flash content**

- Getting started
- Assembling the preloader elements
- Loading the movie
- Animating the preloader
- Changing the visibility of movie clips
- Caching bitmaps
- Review Questions and answers

► **Module 11: Publishing Flash documents**

- Getting started
- Testing a Flash document
- Adding metadata
- Publishing a movie for the web
- Alternative publishing options
- Review Questions and answers