

Course Description: Flash MX: Level 1 is a hands-on course that will introduce you to the basics of creating objects and animating in Flash MX. You will explore the basics of Flash, including tools and features, and will create different types of animations. Finally, you will publish material for the Web.

Who Should Attend: This course is intended for students with little or no experience creating Flash animations, who want to create animations using Flash MX.

Prerequisites: Students should be familiar with their computer's operating system and basic operation.

Benefits of Attendance: Upon completion of this course, students will be able to:

- View a Flash movie and modify the appearance of the Stage.
- Draw, paint, and create custom colors, gradients, and line styles.
- Manipulate objects, describe shape interaction, and import artwork.
- Add text and manipulate its behavior and appearance.
- Build layers and use them to create various effects.
- Create frame-by-frame, shape-tweened, and motion-tweened animation.
- Publish a Flash movie.

Course Outline:

The Flash Environment

What is Flash?
The Flash Work Environment

Drawing And Painting

Vector vs. Raster Graphics
Basic Drawing and Painting Tools
Creating Custom Colors, Gradients, and Line Styles

Manipulating Objects

Selecting Objects
Object Interaction
Transforming and Grouping Objects
Bitmap Images

Working With Text

Text Blocks
Converting Text into Shapes

Multiple Layers In A Movie

Creating and Managing Multiple Layers
Mask Layers
Aligning Objects

Creating Animation

Frame-by-Frame Animation
Shape-Tweened Animation
Motion-Tweened Animation
Guide Layers
Mask Animations

Publishing Your Flash Movie

Selecting Your Publishing Settings
Previewing and Publishing Files