



Flash syllabus

Introduction

- introduction
- file types
- bitmaps vs. vectors

The Interface

- the interface

Drawing and Color

- drawing with the pencil
- modifying lines
- drawing with the pen
- the oval and rectangle tools
- free transform tool

- envelope modifier
- the brush tool
- using the mixer
- adding custom colors to color palette
- importing color palettes
- working with multiple objects
- grouping objects

Animation Basics

- the timeline
- movie properties
- frames vs. keyframes
- deleting, copying, and reversing frames
- the frame rate
- testing movies

Frame-by-Frame Animation

- frame-by-frame vector animation

Shape Tweening

- shape tweening
- shape hinting

- shape tweening text
- edit multiple frames
- animating gradients

Libraries, Symbols, and Instances

- creating graphic symbols
- alternate methods to create symbols
- editing symbols
- editing symbol instances
- working with the library

Motion Tweening

- basic motion tweening
- tweening effects
- edit multiple frames
- motion guides
- motion guide extras
- motion tweening text

Masking

- masking
- animated masks

Type

- text fields overview
- character panel
- paragraph options
- text fields explained
- device fonts
- scrolling text

Bitmaps

- importing and compressing
- bitmap sequence
- bitmap fills
- breaking apart bitmaps
- trace bitmap

Buttons

- button types
- basic button
- rollover button
- invisible button
- adding actionscripting to buttons

Movie Clips

- what are movie clips
- modifying movie clip instances
- animated rollover button
- animated masks using movie clips

ActionScripting Basics

- actions window
- time-based vs user-based actions
- stop and play
- stop on frame
- slide show
- getURL
- creating a popup menu
- controlling movie clips (with)
- what are scenes
- what are preloaders
- building a simple preloader
- preloader resources
- what is loadmovie
- loading a .swf
- loading a .jpg

Sound

- importing sounds
- the sound panel
- music on/off button
- buttons with sounds

Publishing

- publishing content
- creating a projector
- FS commands
- the bandwidth profiler

Integration

- fireworks
- freehand
- dreamweaver
- video
- illustrator
- transparent bitmaps

Templates

- using the built-in templates

