



MACROMEDIA FLASH – INTRODUCTION

A One Day Course Covers:

1. The Flash Environment

- What is **Flash**?
- Vector Vs. Raster Graphics
- The **Flash** Work Environment

2. Drawing and Painting

- Basic Drawing and Painting Tools
- Working with Strokes and Fills
- Creating Custom Colours, Gradients, and Line Styles

3. Working with Objects

- Manipulating Objects
- Object Interaction
- Transforming and Grouping Objects
- Importing Artwork

4. Working with Multiple Layers

- Creating and Managing Multiple Layers
- Mask Layers
- Aligning Objects

5. Working with Text

- Text Blocks
- Converting Text into Shapes

6. Creating Animation

- Frame-By-Frame Animation
- Shape Tweened Animation
- Motion Tweened Animation
- Guide Layer

7. Publishing Your Flash Movie

- Selecting your Publishing Settings
- Previewing and Publishing Files



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