

## Flash Advanced

One day

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### Course Aims:

In this hands on Flash advanced course delegates will learn to build on the basics of animation already gained on either the Flash introduction course or from related Flash activities in the workplace or elsewhere.

### Course Outline:

#### **symbols and instances**

- what are symbols
- graphical symbols
- movie symbols
- symbol buttons
- controlling symbols and instances

#### **interactive flash**

- playback controls
- advanced navigation control
- complex motion tweening

#### **sound work**

- importing sound
- event sound
- streaming sound
- streaming v event

#### **project direction**

- frame labelling
- flash scenes

#### **graphic work**

- external graphics
- vector graphics
- using layers to organise
- creating colour
- modifying colour
- masking effects
- special effects

#### **buttons**

- create buttons
- edit buttons
- buttons and behaviours

#### **interaction and publishing**

- combining flash and dreamweaver
- publishing a flash website
- flash as a slide presentation

**Assumed Knowledge:** Previous knowledge of Flash is essential in order to undertake this particular course.