

Flash Introduction

One day

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Course Aims:

In this hands on Flash course delegates will learn the principles behind the software – they will understand how Flash works and by the end of the day build their own animations from scratch.

Course Outline:

the flash environment

- what is flash?
- vector vs. raster graphics
- the flash work environment

drawing and painting tools

- drawing / painting tools
- fill / stokes
- colour, gradient and lines

objects

- creating objects
- using objects
- grouping / ungrouping objects
- aligning objects

multiple layers in movies

- creating multiple layers
- managing multiple layers
- layer masks

text

- creating text blocks
- editing text blocks
- converting text animating
- frame by frame
- motion tweening
- shape tweening

more animation techniques

- layer guides
- animation masks

publishing flash movies

- select a publishing setting
- preview the animation
- publish the flash format

Assumed Knowledge: No previous knowledge of Flash is required however a basic knowledge of other web-based software would of course prove an advantage.