

# Flash 8: Advanced

## 1 day course

### Overview

You have previously identified the methods for creating and managing simple Flash content for deployment over the web, as well as the usage of ActionScript commands to enhance the content. The development of more dynamic Flash content, however, requires the knowledge of advanced features and design techniques in Flash 8.

### Course Objective

You will explore the advanced techniques for the creation and manipulation of Flash-based content.

### Target student

Students who want to acquire an in-depth understanding of techniques used to create dynamic web applications using Flash 8.

### Prerequisites

To ensure students' success with this course, we recommend that they first take the following Systematix courses or have equivalent knowledge Macromedia Flash 8 Level 1, Macromedia Flash 8 Level 2

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## Course Content:

### Managing Symbols and Instances

- Convert an Object to a Graphic Symbol
- Create a Movie Clip Symbol
- Create Button Symbols
- Manage Symbols

### Organizing Projects

- Create a Scene
- Add Labels to a Timeline
- Compress an Image

### Creating Interactivity in Flash

- Switch Scenes
- Build a Navigation Structure
- Create a Preloader

### Working with Sounds

- Import Audio
- Control Event and Streaming Sounds

### Working with Video Objects

- Encode a Video Object
- Create a Video Object
- Apply a Skin to a Component

### Publishing a Flash Movie

- Explore the Testing Environment
  - Customize the Publish Settings
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