

Flash MX Level 1 Introduction

1 day course

Overview

Students will learn the basics of creating objects and animating in Macromedia's Flash MX. They will explore Flash tools and features, create different types of animations, and publish material for the Web.

Prerequisites

Students should have basic computer skills.

Benefits

Students will learn how to create custom Flash animations for use on the Web. They will create frame-by-frame, shape-tweened, and motion-tweened animation, using both custom and imported graphics as well as text.

Target student

This course is intended for students with little or no experience creating Flash animations, who want to create animations using Macromedia Flash MX.

What's Next

Flash MX Level 2 Advanced and Flash MX Level 3 ActionScript

Course Content:

The Flash Environment

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

Drawing and Painting

- Basic Drawing and Painting Tools
- Working with Strokes and Fills
- Creating Custom Colors, Gradients, and LineStyles

Working with Objects

- Manipulating Objects
- Object Interaction
- Transforming and Grouping Objects
- Bitmap Images

Working with Multiple Layers in a Movie

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

Working with Text

- Text Blocks
- Converting Text into Shapes

Creating Animation

- Frame-By-Frame Animation
- Shape Tweened Animation
- Motion Tweened Animation
- Guide Layers
- Mask Animations

Publishing Your Flash Movie

- Selecting your Publishing Settings
 - Previewing and Publishing Files
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