

Flash MX Level 2 Advanced

1 day course

Overview

In the Flash MX Level 1 course, you learned the introductory skills to create basic animations and simple navigation buttons. In this course, you will work with symbols and instances, create extensive Timelines with independent animations, build more complex navigation controls, work with sound, and optimize your movies for viewing by your intended audience.

Prerequisites

To ensure your success, you should have familiarity with the Windows operating system. We also recommend you first take the following Systematix course or have equivalent knowledge Flash MX Level 1

Benefits

After completing this course, students will know how to incorporate symbols and instances into their Flash projects. They will learn to better organize their larger projects through the use of scenes and frame labels. In addition, students will add interactivity and sound elements to their Flash animations. Finally, they will learn how to test and publish their Flash movies.

Target student

This course is intended for students with some experience creating Flash animations, who want to build more efficient, optimized animations that allow for greater user interactivity.

What's Next

Flash MX Level 3 ActionScript

Course Content:

Symbols and Instances

- What is a Symbol?
- Graphic Symbols
- Movie Clip Symbols
- Button Symbols
- Managing Symbols and Instances

Organizing Large Projects

- Scenes
- Frame Labels

Interactivity in Flash

- Basic Playback Control
- Creating Advanced Navigation Controls

Working with Sound

- Importing Sounds
- Event vs. Streaming Sounds

Testing and Publishing a Flash Movie

- Evaluating Download Performance
 - Optimization Factors
 - Exporting and Publishing Movies
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