

Flash CS5 Advanced Animation Techniques

Duration: One day

This course is aimed at existing users who want to take their understanding of Flash animation techniques further. We explore the new Motion Tween engine in detail, and explore various techniques for creating sophisticated animation. This course may be suitable for users who are upgrading from an older version of Flash and want to update their skills.

Motion Tweens

- Editing motion paths
- Adding keyframes by changing properties
- Using F6 to add keyframes
- Adding specific property keyframes
- Custom motion paths
- Modifying tween spans

Motion Editor

- Unlocking the power of the Motion Editor
- Adding and removing property keyframes
- Working with custom Ease curves
- Saving and applying motion presets

Easing

- Using Beziér curves to create custom eases
- Controlling animations with ease curves
- Creating realistic bounces
- Reversing direction with easing

Masks

- Controlling visibility with masks
- Making a reversed mask

Inverse Kinematics

- Using the Bones tool
- Linking elements
- Editing armatures
- Animating bones elements

3D

- Applying 3D transformations
- Animating images and objects in 3D space

Symbols

- Working efficiently with movie clips - managing multiple timelines
- Using multi-frame graphic symbols - colour cycling effects
- Using looping clips to create continuous movement
- Animation via code snippets

Recommended Further training

- Actionscript Fundamentals