

# Flash CS3 Introduction

## Duration: Two days

This course provides a thorough introduction to the latest version of Flash, acknowledged to be the industry standard for online delivery of graphics, animation, multimedia and interactive content. You will learn how to animate and work with a range of media, and create projects ranging from simple banners through to complete Flash based sites.

### Flash fundamentals

- What Flash does, and how it works
- The Flash workspace
- About Vector graphics and Pixels
- Setting document properties - stage size, frame rate, colour

### Artwork

- Drawing in Flash - using the drawing tools, working with Drawing Objects and shapes
- Attributes - working with colours, gradients, strokes etc.
- Scaling and rotating - changing paths

### Imported Assets

- Pixel images - file formats, transparency, tracing, modifying, file size considerations
- Video - file formats, importing and optimising
- Sound - understanding audio file formats, compression and quality issues
- Importing layouts from Illustrator and Photoshop
- Importing animated SWF files
- Working with external libraries

### Animation and Movie Construction

- Working with the timeline - frames, layers, folders, scenes
- Animation techniques - Motion and Shape tweening, Motion guides, Onion Skinning, Keyframe animation
- Graphic symbols - how and where they are used
- Movie clip symbols - creating complex animations, unlocking the potential of movie clips as self-contained movies

### Working with Text

- Adding and importing text
- About font embedding and substitution
- Choosing formatting options
- Choosing an anti-aliasing method
- Applying hyperlinks to text
- Animating text elements

### Visual Effects

- Colour and transparency
- Using blur, drop shadow and other effects
- Creating simple Masks

### Interactivity

- Buttons - constructing simple and more complex buttons, hit areas, animated buttons, adding sound to buttons
- Writing simple Actions - stopping the playback head, playing specific frames

### Exporting and Publishing movies

- Outputting SWF files, HTML pages, animated gif and other content types
- Testing your movies - checking Streaming performance, file size and download time
- Delivering Flash - Flash Player version and availability considerations