

Course Overview:

Adobe Flash is a professional authoring environment used to create animations, advertisements and design elements, multimedia content and to develop Rich Internet Applications. This course will provide you with a solid foundation to the world of interactivity by exploring the various approaches to planning and developing animation sequences, slideshows, and assets for use in HTML5.

Course Content:

- Flash Interface
- Tool box
- File formats
- Layers, Frames and Library Assets
- Vector vs. Bitmap
- Creating and editing vector images
- Object based animation
- Fine-tune animations
- Pre-built animations
- Chain-like animations
- 3D motion
- Motion tweens, shape tweens and classic tweens
- Symbols: Graphic, Button and Movie Clip
- Creating and animating masks
- Text Layout Framework (TLF) vs. Classic Text
- Adobe Photoshop, and Adobe Illustrator integration
- Importing and exporting
- Working with audio
- ActionScript basics
- Configuring and publishing Flash projects
- Hands on project: basic slide show and/or website