

Introduction to Macromedia Flash 8

- **Course Number:** MacFlash8
- **Length:** 1 Day(s)

Certification Exam

There are no exams associated with this course.

Course Overview

Students will learn the fundamentals of Macromedia Flash 8. This course provides students the knowledge and hands-on practice they need to produce and deliver high-quality Flash Video for use on the internet. Flash is the top choice among professional web developers for using video on the web. This course takes you step-by-step through to mastery of Flash 8.

Prerequisites

Basic computer proficiency is required.

Audience

This course is for anyone interested in web graphics and design who would like to learn Macromedia Flash 8.

Course Outline

- Course Introduction
- Course Introduction
- Chapter 1 - Introduction to the Flash Environment
- Introduction to the Flash Environment
- Flash Window
- Flash Interface
- Demo - Flash Window and Environment Overview
- Document Properties
- Demo - Setting Document Properties
- Layers
- Frames
- Layers and Frames
- Demo - Examine Layers and Frames
- Rulers, Grids, Guides and Snapping
- Demo - Examine Rulers, Grid, Guides and Snapping
- Tools
- Drawing Tools
- Demo - Examine Drawing Tools
- Using Images in Flash
- Demo - View Import Process
- Chapter 1 Review
- Chapter 2 - Drawing in Flash
- Drawing in Flash
- Vector vs. Bitmap
- Drawing Models

- Demo - View Drawing Models
- Drawing Options
- Draw Basic Shapes
- Demo - View Drawing Options and Create Basic Shape
- Pencil Tool
- Demo - Draw with Pencil Tool
- Pen Tool
- Demo - Draw with Pen Tool
- Chapter 2 Review
- Chapter 3 - Using Solid and Gradient Fills
- Using Solid and Gradient Fills
- Creating a Gradient
- Alpha Transparency
- Adjusting Gradients
- Gradient Transform Tool
- Apply Gradient
- Set Focal Point
- Edit Gradient
- Demo - Working with Gradients
- Chapter 3 Review
- Chapter 4 - Working with Text
- Working with Text
- Adding Text
- Text Options
- Demo - Explore the Text Options by Creating Text
- Editing Text
- Format Text
- Demo - Editing and Formatting Text
- Breaking Text Apart
- Demo - Breaking Text apart
- Linking Text to a URL
- Demo - Linking Horizontal Text to a URL
- Chapter 4 Review
- Chapter 5 - Using Layers and Importing
- Using Layers and Importing
- Working with Layers
- Creating a Layer
- Demo - Examine Layers
- Layer Folders
- Demo - Create and Move Items into a Layer Folder
- Layer Properties
- Demo - Layer Properties
- Saving and Importing Colors
- Import a Color Palette
- Export a Color Palette
- Importing Basics
- Demo - Importing Objects
- Chapter 5 Review
- Chapter 6 - The Library and Symbols
- The Library and Symbols
- The Library Panel
- Demo - Examine Library Panel

- Symbols
- Working with Symbols
- Demo - Working with Symbols and Nested Symbols
- Converting Images to Symbols
- Demo - Convert Existing Objects into Symbols
- Editing Symbols
- Demo - Explore Ways to Edit the Symbols
- Chapter 6 Review
- Chapter 7 - Timelines and Animations
- Timelines and Animations
- About Animation
- Timeline Panel
- Demo - Explore Timeline Panel
- Planning Animation
- Scenes in Animation
- Demo - Examine Scenes and Discuss Organization Tips
- Keyframes
- Inserting Frames
- Demo - Explore Basic Frames and Keyframes
- Frame Rates
- Simple Frame-by-Frame Animation
- Demo - Create a Frame-by-Frame Animation
- Chapter 7 Review
- Chapter 8 - Motion Tweening
- Motion Tweening
- Motion Tween Options
- Demo - Create a Motion Tween Animation and Review Options
- Motion Tweening Along a Path
- Demo - Create a Motion Tween Animation on a Path
- Tweening to Rotate an Image
- Demo - Create a Motion Tween and Rotate Image in an Animation
- Adding Sound to a Motion Tween
- Edit the Motion Tween
- Demo - Adding Sound and Editing the Motion Tween
- Chapter 8 Review
- Chapter 9 - Shape Tweening
- Shape Tweening
- Shape Tween Options
- Demo - Create a Shape Tween Animation and Review Options
- Shape Hints
- Demo - Using Shape Hints In a Shape Tween Animation
- Masks
- How to Create a Mask Layer
- Demo - Create an Animated Layer Mask
- Edit Shape Tween
- Demo - Edit the Shape Tween
- Chapter 9 Review
- Chapter 10 - Movie Clip Symbols
- Movie Clip Symbols
- Graphic Symbols vs. Movie Clip Symbols
- Creating Movie Clips from Scratch
- Adding a Sound

- Demo - Create a Movie Clip with Sound
- Creating Movie Clips from Existing Animation
- Demo - Create Movie Clips from Existing Movies
- Adding a Movie Clip to the Flash Animation
- Demo - Modify Instance of a Movie Clip
- Chapter 10 Review
- Chapter 11 - Button Symbols
- Button Symbols
- Creating a Button
- Adding Animation
- Demo - Create a Basic Button & Add Animation
- Layers in a Button
- Sounds in a Button
- Demo - Create a Button and Add Layers and Sound
- Adding a Movie Clip to an Animation
- Button Actions
- Demo - Add Button to Stage & Actions to the Button Instance
- Chapter 11 Review
- Chapter 12 - Publishing and Exporting the Flash Movie
- Publishing and Exporting the Flash Movie
- Exporting vs. Publishing
- Demo - Explore Each View
- Previewing in a Web Browser
- Publish Preview
- Publish Options
- Demo - Review Publishing Options
- Publish Profiles
- Demo - Saving Custom Options
- HTML Publishing Templates
- Special HTML Features
- Exporting Formats
- Demo - HTML and Exporting
- Chapter 12 Review
- Course Closure