

Macromedia Flash — Basic Concepts

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This Course Includes The Following Concepts, Themes and Topics:

The Flash Environment

The Basic Concept Of Flash And Where It Fits Into The Internet, Html, And Exportable File Types Are Discussed
Saving Flash Files And Publishing Swf Files
An Introduction To The Toolbar, Property Bar And Floating Palettes
The Timeline And Setting A Framerate
Layers, Folders And Scenes

Drawing With The Flash Tools

Pen, Pencil And Shape Tools; Fill Versus Stroke, How This Is Different From Traditional Vector Illustration
Selecting Objects, Shapes And Pieces In Flash
Using Layers And Folders To Organize Your Work

Flash Animation

Animating Using Shape Tweening
Animating Using Motion Tweening
The Power Of Symbols
Using And Organizing Your Library And Why It's So Useful On The Web
Orienting Animations To A Path
Masking Layers With Animations

Buttons And An Introduction To Actionscript

Creating Buttons, Using The Up, Over And Down States
Using Basic Actions To Make Buttons Work
Making A Web Page Using Scenes

Movie Clips

Movieclips As Timelines Within Timelines
Naming And Calling Timelines Using Buttons And Actionscript

Summary

Looking At Examples Of Flash Files And How They Work, How Buttons, Symbols And Movie Clips Are Combined
