

Flash Animation

Duration: 3 Days

Overview:

Students will produce an engaging interface using text, graphics, animations, video, and sound. Simple user interactions are added using built in ActionScript behaviours and Script Assist.

In addition to teaching essentials, the course focuses on teaching best practices for creating Flash content.

Pre Requisites:

Intermediate computer skills are a pre-requisite

Syllabus - Flash Animation

Day 1

Work Environment

Setting Stage dimensions & preferences
Working with panels and panel layouts
Properties Inspector
Adobe Kuler panel

Layers & Timeline

Working with layers (Lock, Visibility & Outline)
Organising Layers
Guide Layers
Working with the Timeline

Creating Graphic Assets

Using the drawing tools (Oval, Rectangle, Poly Star, Line, Pen)
Making Selections
Using object and merge drawing
Working with the colours & gradients
Aligning & manipulating objects
3D Transformation
Decorative drawing with the Deco tool

Importing Graphics

Working with different graphic formats
Importing bitmap graphics
Tracing Bitmaps
Using Bitmaps as Fills
Deprecated File Formats
Adobe® Flash CS5 Design
Adobe® Flash CS5 Design

Day 2

Using Text Effectively

- Using the Text tool (Classic & TLF)
- Adding and formatting static text
- Changing font rendering methods
- Embedding fonts in input text fields
- Using font best practices
- Paragraph and Text settings
- Creating Hyperlinks
- Reshaping Text
- Distributing Text to Layers

Creating Symbols

- Importing vector graphics from Illustrator
- Using the Library & explain elements it can contain
- Differentiate between Graphic Symbols & Movie clips & Buttons
- Converting objects to symbols
- Creating and using Movie Clip symbols
- Nesting Symbols
- Adding Transparency
- Blends and Filters

Animations

- Using animation best practices
- Organizing a Movie Clip Timeline
- Using keyframes, blank keyframes, and frames
- Creating Frame By Frame Animation
- Creating motion tweens (with & without Guide Layers)
- Creating shape tweens (morphing)
- Fading Objects
- Shape Hints
- Creating transition effects
- Tween Properties
- Motion Tween Presets
- Animating with Masks
- Object-based animation
- Motion Editor panel
- Inverse Kinematics with the Bone tool

Day3

Interactive Files

- About Interactive files
- Creating Additional Scenes
- Creating & Editing Buttons symbols
- Sample Buttons
- Using frame labels, Comments & Anchors
- Activating Buttons
- Adobe® Flash CS5 Design

Adding ActionScript with Script Assist and Behaviours

Working with Actionscript 3.0

Using Code Snippets, Script Assist & Behaviours Panel

Adding actions to a frame

Loading external SWFs

Conditional Statements

Using Variables

Downloading Data from a URL

Working with Events

Using Events to script a button

Components

About Components

Adding a text component

Creating interactivity

Adding Sound and Video

Importing sound

Sounds library

Changing sound properties

Adding sound to a Timeline

Media Encoder with H.264 support

Sound Editing

Importing Video & Editing options

Embedding video in a Timeline

Video with alpha channels

Using the FLVPlayback component

Loading & Optimising Flash

Assembling & Animating a Preloader elements

Loading the movie

Changing visibility of movie clips

Caching bitmaps

Project Panel

XFL import

Publishing Flash Documents

Testing a flash document

Adding Metadata

Using different publishing formats

Using publishing profiles

JPEG deblocking

Adding Flash Player detection

Optimising Movies

Bandwidth Profiler

Creating Stand alone players