



Software Learning Centers
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A Division of Moore Solutions inc

Flash 4.0 Introduction for Windows

Course specifications

Course number: 078100
Software version number: 4.0
Course length: 1 day(s)

Course description

Overview: Students will learn to use Flash to create animations that can be published on the Web or as stand-alone files.

Prerequisites: Basic knowledge of the Windows operating system.

Delivery method: Instructor-led, group-paced, classroom-delivery learning model with structured hands-on activities.

Benefits: Students will learn to use Flash's tools and features to create and modify graphics. Students will also work with imported graphics, will incorporate text, and will learn to create several types of animations.

Target student: Students enrolling in this course should understand the basics of the Windows operating system, and should be interested in using Flash to create and modify graphics and animations.

What's next: Macromedia Flash 4.0 Introduction is the first course in this series. Students who want to learn advanced features can take Macromedia Flash 4.0 Advanced.

Performance-based objectives

Lesson objectives help students become comfortable with the course, and also provide a means to evaluate learning. Upon successful completion of this course, students will be able to:

- Navigate within the Flash environment to build your projects efficiently.
- Use Flash's drawing tools to create simple and complex objects.
- Manipulate objects on the stage, including selecting,, moving,, copying, deleting,, and transforming them.
- Utilize object interaction on a single layer to combine and segment objects.
- Import artwork from other programs to use in a Flash project.
- Create and format text.
- Perform frame-by-frame and tweened animations.

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- Publish your projects for use on the Web.

Course content

Lesson 1: The Flash Environment

- What is Flash?
- Vector vs. Raster Graphics
- The Flash Work Environment

Lesson 2: Basic Drawing and Painting

- Basic Drawing and Painting Tools
- Applying Fills and Strokes to Existing Shapes
- Creating Custom Colors, Gradients, and Line Styles

Lesson 3: Objects on a Single Layer

- Manipulating Objects
- Single Layer Object Interaction
- Transforming and Grouping Objects
- Editing Shapes
- Working with Bitmaps

Lesson 4: Working with Multiple Layers

- Working with Layers
- Mask Layers
- Aligning Objects

Lesson 5: Working with Text

- Creating Text Labels
- Creating Text Blocks
- Creating Text Fields
- Breaking Text Apart

Lesson 6: Animation

- Frame-by-Frame Animation
- Animation with Shape Tweening
- Creating a Motion-Tweened Animation
- Using a Guide Layer

Lesson 7: Publishing a Flash Movie

- Publish Settings
- Publish Preview
- Publishing Your File

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