



 **Flash MX 2004: Rich Media Design**
Length: 2 days

Macromedia Flash MX 2004: Rich Media Design provides students with no prior Flash experience the knowledge and hands-on practice they need to create rich media containing animation, sound, and video. This course is designed for people new to Flash (or who have used it only to build applications) that want to use it to build rich media applications that effectively use animation, sound, and video.

Objectives

Upon completion of this course, you should be able to:

- Develop efficient, compact Macromedia Flash movies
- Use and Navigate the Flash MX 2004 Interface
- Create, import, and work with graphics
- Use color effectively
- Work with text
- Creating input, static, and dynamic text fields
- Using text components in Flash
- Use layers and frames
- Use masks
- Create and use symbols, libraries, and instances
- Build frame-by-frame, motion, and shape animations
- Work with motion guides
- Create a navigational system
- Use the Movie Explorer
- Work with simple ActionScript commands
- Use components
- Add sounds and video to documents
- Publish Flash for use on the web and embed a Flash movie into an HTML page
- Implement basic principles of optimization and performance

Course Outline

Unit 1: Introducing the Course

Unit 2: Learning the Basics

Introducing Flash
Using the Flash interface
Creating a new Flash document

Unit 3: Creating Graphics

Importing graphics
Layering Flash elements
Organizing content in layer folders
Creating graphics

Using the natural drawing tools

Using color effectively

Creating a color swatch

Reusing graphics as symbols

Masking content

Unit 4: Using Text Effectively

Using the Text tool
Creating input, static, and dynamic text fields
Using embedded or device fonts
Manipulating font properties
Building forms in Flash
Using the text property to populate fields
Anti-aliasing text
Using text components in Flash

Unit 6: Building a Navigational System

Creating buttons
Adding behaviors to buttons
Creating MovieClips
Using a MovieClip as a wrapper
Dividing files into multiple SWFs
Loading a SWF into a MovieClip

Unit 7: Using MovieClips for Interactive Rich Media

Using MovieClip events
Structuring applications using nested symbols
Building a MovieClip with different states
Using the Timeline for application states

Unit 8: Adding Sound and Video

Importing sounds
Using behaviors to load sounds
Adding video
Using the Flash video components

Unit 9: Publishing

Publishing Flash for web use
Using Flash and HTML together