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Adobe Flash level 1 course content (2-day)

Course Description:

This course will teach you the foundation skills that you need to create engaging animations, simple applications, banner ads, and other Flash based media.

Learning Objectives:

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

- Create and import graphic assets
- Create animations
- Add ActionScript with script assist and behaviors
- Use movie clips
- Add sound and video

Target Audience:

This course is for beginners: designers and developers new to Flash who want to learn the interface and commonly used features. To gain the most from this course, students should:

- Be familiar with Windows or Mac OS X.
- Be familiar with the web and its terminology.

Course Outline:

1. Getting Started

- Topic A: Flash Overview
- Topic B: The Flash Interface
- Topic C: Getting Help

2. Basic Objects

- Topic A: New File Settings
- Topic B: Library Items
- Topic C: Using Text
- Topic D: Basic Shapes
- Topic E: Freeform Drawing and Editing

3. Using the Timeline

- Topic A: Layers
- Topic B: Timeline Basic

4. Formatting Objects

- Topic A: Custom Colours and gradients
- Topic B: Soft Edges

5. Timeline Animation and interactive buttons

- Topic A: Frame-by-frame animation
- Topic B: Motion tweening
- Topic C: Movie clip animation
- Topic D: Interactive buttons

6. Publishing your applications

- Topic A: Accessibility
- Topic B: Testing
- Topic C: Publishing

Adobe Flash level 2 course content (2-day)

Course Description:

Since the release of Flash CS3, Flash supports ActionScript 3.0, the latest release of ActionScript from Adobe. While similar to earlier versions of ActionScript, it presents enough of a departure to present significant challenges to Flash Designers and Developers as they move to the new version. This course focuses on ActionScript 3.0 syntax and concepts while comparing it with earlier versions.

Learning Objectives:

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

- Understand ActionScript 3.0 syntax
- Understand Object Oriented language structure
- Create and retrieve variables
- Write and call user-defined functions
- Handle and respond to events
- Understand Course structure
- Use conditional logic
- Create Arrays
- Load external content

Target Audience:

To take this course, you should have:

- Completed the Flash Fundamentals course or have equivalent experience.
- The desire to learn how to program Flash content using ActionScript.

Course Outline

1. Vector Illustration

- Topic A: Creating vector path
- Topic B: Editing vector paths
- Topic C: Using mask layers
- Topic D: Using the pattern tools

2. Advanced Animation Techniques

- Topic A: Inverse kinematics
- Topic B: Shape tweens and animated masks
- Topic C: Filter animation
- Topic D: The Motion Editor

3. ActionScript Animation

- Topic A: Programming principle
- Topic B: Event listeners and event handlers
- Topic C: Modular code
- Topic D: Special classes
- Topic E: The Debugger

4. Interactive Techniques

- Topic A: Adding audio
- Topic B: Scripting a link to a Web page
- Topic C: Loading dynamic content

5. Video

- Topic A: Flash video basics
- Topic B: Video in Flash Files

6. Managing your Flash Project

- Topic A: Image copyrights
- Topic B: Project management
- Topic C: Application planning