

Session Overview:

1. Introduction to Flash
2. Objectives of Class
 - Basics of vector graphics and drawing in Flash
 - Using layers and the timeline
 - Symbols and their use with the library window
 - Animation with keyframes
 - Buttons
 - Simple Actionscript
 - Publishing the project
3. Basics of vector graphics and drawing in Flash
 - Tour the interface
 - Draw basic shapes with the Oval and Rectangle tools
 - Colors and the fill and stroke
 - Editing shapes
4. Using layers and the timeline
 - Creating, naming, and moving layers
 - Shapes and drawing with different layers
5. Symbols and their use with the library window
 - Types of symbols
 - Creating a symbol
 - Editing a symbol and its timeline
6. Animation with keyframes
 - Creating a keyframe
 - Moving symbols
 - Tweening
 - Shape animation
 - Adjusting the animation (moving keyframes, easing)
7. Buttons
 - Creating a button
 - The button timeline
 - Choosing button states
8. Simple actionscript
 - Timeline control
 - Button actionscript
 - Loading a web page
9. Publishing the project
 - Choosing output types
 - Publishing
 - Inserting animations into custom web pages