

Adobe Flash I CS3

Tuition: \$ 399

Hours: 12



Prerequisite: A familiarity with the Windows operating system, Internet Explorer and other browsers is a plus. Basic understanding of HTML and design and media applications.

Course Description: Create web pages or web page components that contain text, graphics, and animation that will display correctly in almost every browser on most computing platforms.

Course Content

Exploring Adobe Flash CS3

- Examine Rich Internet Applications
- Explore the Adobe Flash CS3 Environment
- Produce a Flash Application File

Working with Graphics

- Import Graphics
- Create Vector Graphics
- Modify Vector Graphics
- Organize Content with Layers
- Modify Colors
- Convert Graphics to Symbols
- Create a Mask Effect

Managing Text in a Flash Document

- Add Text to a Flash Document
- Set Font Options
- Add Input Text Using Flash Components
- Apply a Skin to a Component

Adding Animations to a Flash Document

- Create a Frame-by-Frame Animation
- Create a Motion Tween Animation
- Create a Complex Motion Tween
- Control the Timeline with ActionScript
- Create a Shape Tween Animation
- Animate Using Timeline Effects

Adding Interactivity to Buttons

- Create Buttons
- Control Movies with Button Behaviors
- Create Navigation Systems

Working with Movie Clips

- Add Interactivity with Movie Clips
- Create a Flash Slide Presentation
- Apply Effects to Movie Clips

Adding Audio to a Movie

- Import Audio
- Control Sound Playback
- Add Sounds with Behaviors

Adding Video to a Movie

- Encode a Video Object
- Create a Video Object

Publishing Flash Documents

- Publish a Flash Document
- Detect the Flash Player Version

Adobe Flash II CS3

Tuition: \$ 399

Hours: 12



Prerequisite: Adobe Flash CS3 Level 1 course or equivalent knowledge.

Course Description: Create rich Internet applications with Adobe Flash CS3 using ActionScript™. Create a site that will pull data from external sources, and respond to user choices based on the information in those files. Manage forms, perform calculations, and tailor the interface using ActionScript programming.

Course Content

Using ActionScript

- Add Components from the Actions Panel
- Trace a String
- Populate a Text Area with ActionScript
- Store Data in Variables

Manipulating Components with ActionScript

- Create an Event Handler
- Create a Form with Interactive Components
- Use Conditional Logic in ActionScript

Working with Movie Clips

- Create a Movie Clip
- Check for Movie Clip Collisions
- Attach a Movie Clip from the Library Panel

Adding Data Using Built-in Classes

- Create a Dynamic Text Field
- Read Data from a Text File

Reusing Code with Functions

- Streamline Code Using Built-in Functions
- Create User-Defined Functions
- Reference an External ActionScript File

Connecting to External Data

- Examine Dynamic Content in Flash
- Add Data to an XML File
- Load Data from an External Data Source
- Create Dependent Components

Building a Navigation System

- Display SWFs Using Buttons
- Add a Submenu Using Buttons

Managing User Data Using Forms

- Gather User Data Using a Form
- Create a Submit Button
- Submit User Data