

GRDSN 171 FLASH Course Outline

Chapter 1 - Introduction to Flash and Its Drawing Tools

- CP-09.15 Draw with the Pencil tool and use the Pencil Tool modifiers.
- CP-09.16 Select line mode, line color, line thickness and line style.
- CP-09.17 Select, move, rotate, and modify a drawing element.
- CP-09.18 Select and apply color for a shape, fill or line.
- CP-09.19 Create and apply a linear gradient.
- CP-09.20 Save a color set.
- CP-09.21 Use the Paint Bucket and Brush tools and their modifiers.
- CP-09.22 Use the Text tool to add text to a drawing.

Chapter 2 - Layers, Imported Art, Symbols, and Instances

- CP-09.23 Create, name, hide and lock layers.
- CP-09.24 Draw a closed shape with the Line tool and enhance it with the Arrow tool.
- CP-09.25 Copy and paste between layers.
- CP-09.26 Extract a color set from an imported GIF.
- CP-09.27 Set a movie's background.
- CP-09.28 Use the Magic Wand to make a selection.
- CP-09.29 Import bitmap image files into Flash.
- CP-09.30 Use Break Apart to make a bitmap editable and how to trace a bitmap.
- CP-09.31 Import a Flash movie format file from FreeHand.
- CP-09.32 Convert artwork to a symbol and how symbols keep Flash files small.
- CP-09.33 Open a Flash file as a Library.
- CP-09.34 Organize and sort a library.
- CP-09.35 Edit symbols and modify instances.

Chapter 3 - Animation

- CP-09.36 Use instances of a symbol in a movie.
- CP-09.37 Create keyframes for each layer.
- CP-09.38 Generate frames between keyframes with Motion Tween.
- CP-09.39 Create a Motion Guide.
- CP-09.40 Test a movie.

Chapter 4 - Scenes, Actions, and Buttons

- CP-09.41 Insert a scene.
- CP-09.42 Use the Scene Inspector.
- CP-09.43 Rename a scene and how to change the order of scenes.
- CP-09.44 Attach an action to a frame.
- CP-09.45 Attach an action to one state of a button.
- CP-09.46 Use the Stop and Go To commands.

Chapter 5 - Sounds

- CP-09.47 Import sounds into Flash.
- CP-09.48 Add sound to a button.
- CP-09.49 Set options in the Sound panel of the Frame Properties dialog box.
- CP-09.50 Stream sound.

Chapter 6 - Publish

- CP-09.51 Use Publish settings to export an HTML file.
- CP-09.52 Export a Flash projector file for PC or Mac.