

GRDSN 173 FLASH II Course Outline

Working with Text

- Format text.
- Check spelling.
- Break apart text.
- Work with dynamic text and variables.
- Generate a size report.
- Work with input text.
- Distribute to layers.
- Morph text.
- Replace fonts.

Working with Images

- Save files in various formats.
- Import vector graphics.
- Work with multiple Libraries.
- Create a bitmap fill.
- Import sequential images.
- Trace bitmap images.
- Dynamically load images.

Working with Sound

- Import audio.
- Add sound to an animation.
- Compress audio.
- Edit audio files.
- Add sound to a button.
- Synchronize audio with animation.
- Load sounds with behaviors.

Working with Video

- Import video.
- Edit video clips.
- Export video.
- Animate video.
- Use behaviors with video.

Working with Behaviors

- Add behaviors to Flash movies.
- Enable user interaction.
- Rearrange movie clips.
- Use frame labels with behaviors.
- Create media controls.
- Control sound.
- Link to the Web.

Enhancing Your Workflow

- Work with scenes.
- Create an animatic.
- Work with templates.
- Optimize files.
- Use Timeline Effects.

Using Flash with Other Applications

- Use Dreamweaver with Flash.
- Add Fireworks files to Flash.
- Include FreeHand illustrations in Flash.
- Incorporate Illustrator drawings in Flash
- Use Photoshop with Flash.
- Add InDesign documents to Flash.
- Include Microsoft Word files in Flash.