



Flash 101: Rookie



Level: Introduction
Duration: 2 Days
Time: 10 AM - 5 PM
Cost: £497 ex VAT

Overview

- Getting to Grips with Drawing
- Shape Interaction
- Working in Layers
- Spelling it out
- Enhancing the Design with Images
- Being Symbolic?
- Using the Mask
- Tweening Time
- Publishing your Movie
- The Building Blocks of a Simple Microsite
- Building our first page
- Building the other pages
- Publishing the Microsite

Description

This course is aimed at designers and developers who are new to Flash and want to get to grips with the user interface and learn the basics of animation and interactivity.

Who is this course for?

This course is aimed at designers and developers who are new to Flash and want to get to grips with the user interface and learn the basics of animation and interactivity.

Assumed Knowledge

As this course is aimed at beginners all that is assumed is that delegates are familiar with the web, its terminology and how flash is used within this environment.

What you will learn

You will learn how to get the most of the flash design interface, creating engaging graphics, text and animation; and build stunning interactive content.

Outline

h3. Day 1 - Getting Started

Introducing Flash



- launching flash
- resetting the workspace
- exploring the welcome screen
- the flash files explained
- creating our first flash file
- the panels
- modifying the movie properties
- saving the file

Getting to Grips with Drawing, strokes

- the line tool
- using the black mouse pointer to manipulate the line
- changing the stroke's properties
- the colour panel and selecting the right options
- the pen tool
- the pencil and its crafty modes

Getting to Grips with Drawing, fills

- the basic shapes
- watching out for the stroke/fill conundrum
- manipulating shapes
- the color panel and fills solid
- bitmap and gradients solving classic problems

Shape Interaction

- working in a single layer causes its problems
- accidental fill on fill but this can be useful
- compound shapes and slicing shapes up
- stroke fill interactions

Working in Layers

- building new layers
- locking previous layers to prevent modification
- hiding and showing layers
- outline view as an alternative to visibility
- adding shadows to our design

Spelling it out

- the text tool
- checking the properties before you type
- adding our text
- back to black
- changing the properties
- discussing the anti-alias options
- working with large blocks of text
- an example of text orientation

- breaking apart text and applying a stroke

Enhancing the Design with Images

- a simple import to stage
- let's take a look at workflow
- decide upon the size
- resize in fireworks
- using image preview to manipulate the quality
- exporting the image
- import to library and use the symbol in the movie
- a workflow for transparent content
- open the image in fireworks
- export as PNG32 to maintain transparency
- import to library and explore the bitmap properties
- working with 'vector' artwork
- tracing line-art drawings
- is it worth it?
- some nice examples

Being Symbolic?

- the concept
- convert to symbol, shape, text and image
- compare and discuss the symbol types
- look at colour effects
- look at filters
- reuse is the key
- blend modes

Using the Mask

- importing an image
- creating a new layer
- using the grid fill deco tool
- turning it into a mask
- locking layers and preview

Tweening Time

- steps to happiness
- tweening different properties, movement, alpha, scale and rotation
- putting it into practise, let's build a banner
- the magic staircase
- animating images
- cache as bitmap
- exploring easing and breaking up a tween

Publishing your Movie

- a quick look at publish settings

- publishing the movie
- reviewing the output

h3. Day 2 - Getting all interactive

Back to Banners

- banner advert sizes
- let's build a banner to brush up our skills
- alphas, movement, scale, blur
- placing backgrounds and borders on our banner
- advertisement text
- transparent corners
- creating movieclips in retrospect
- masking revisited
- using a mask in an animation
- shape tweening and the spray brush
- how to add a simple link and let's copy and paste the code

The Building Blocks of a Simple Microsite

- building a button,
- separating shape and colour
- creating a button symbol
- bevel filters and tint effects
- adding audio to the click and adding some dummy text
- duplicating symbols
- duplicating our button
- modifying the text
- bringing the buttons together
- grouping the buttons using a movieclip
- giving everything a name
- using a movieclip for the background
- building the symbol off the stage and it's not the size that's important
- sketching out the design
- a quick storyboard
- identifying extra elements
- rounded corners and 9-slice scaling

Building our first page

- the home page
- layers and layer names
- adding our library content
- adding text and applying formatting
- getting gradient text using masks
- image import and workflow revisited and lorem ipsum as a cheat

Building the other pages

- Using scenes to separate our pages
- getting the content in the same place
- duplicating the title symbol and then swapping it out
- swapping out the image
- modifying the layout
- naming our scenes
- modifying behaviour with a sprinkling of script
- adding some code to make the buttons work
- sneaking in a simple preloader
- adding labels to our frames as anchors
- changing our publish settings to enable the anchors
- reviewing the movie and fixing any problems

Publishing the Microsite

- Publish settings and the flash player version
- Reviewing our result