



Flash Level 1

About this course

Over the last few years Flash has emerged as one of the most important design and development tools on the web, featured on an increasing number of sites around the world. Once used almost exclusively for advertising, Flash is now widely deployed as a total development environment, often replacing HTML code altogether. Now owned by Adobe, Flash boasts improved scripting (ActionScript 3) and excellent video support, making it the only choice for delivering rich audio and video media to meet the increasing demand for broadband applications and dynamic websites.

This course will provide you with sufficient knowledge to get started with Adobe Flash. We cover all of the essential elements of the program including the use of the timeline and libraries, creating shapes and objects, working with symbols, importing bitmaps and vector graphics, simple controls and the process of previewing and then publishing your work. Note that this introductory course may be taken alone but is best taken in conjunction with our level 2 course.

About our courses

Our courses are delivered face-to-face in purpose-built training facilities. Each student has their own computer and is given personal attention to achieve their learning outcomes.

Courses may be taken "off the rack" at scheduled times or customised to your needs and delivered at your convenience.

What you get

Fearless courses are fully catered unless otherwise indicated. All courses include comprehensive courseware and, in most cases, a CD-ROM with worked examples, additional reference material and other goodies. All students receive a certificate at the completion of the course and we now offer 90 days phone and email support following the course to assist your learning.

You may also resit the course at any time in the future at no additional charge.

About us...

Fearless specialises in desktop training in graphic design, digital publishing, video editing and creative media. We are a national organisation with training facilities around Australia. Contact our office during business hours for further details.

Booking Form • Tax Invoice • ABN: 43 093 841 779

Fax: (02) 9475 5442

Available start dates

- Mon, 13th Sep 2010
- Mon, 18th Oct 2010
- Tue, 23rd Nov 2010

Course location

Saxons Training Facilities
Level 11,
300 Adelaide St
Brisbane

Please email, fax or post the form to:

PO Box 148
Civic Square ACT 2608
Email: courses@fearless.net.au
Tel. 1300 738 797 • Fax (02) 9475 5442

Delegate 1

Name: _____
Company: _____
Address: _____

Phone: _____
Email: _____

Delegate 2 (please attach details for any additional delegates)

Name: _____
Phone: _____
Email: _____

Course fees

\$795.00 for 1 day

Please note:

- Fee indicated above is for one day but day-pass pricing options may apply. Check our site or get in touch with our office to confirm pricing options.
- Discounts apply to groups: 5% for 2; 7% for 3; 10% for 4 or more.

Payment options

Fees must be paid at time of booking unless other arrangements have been made.¹

- I enclose a cheque to Fearless Media Group Pty Ltd
- I wish to pay by direct deposit (EFT) to²:
Account: Fearless Media **Acct Number:** 135477 **BSB:** 037010
- Please debit my credit card...
- Visa Mastercard Amex³ Diners³

Card number: _____

Card expires: _____

Name on card: _____

Signed: _____

- Please send the account (receipt or invoice) to¹:

Name: _____

Department: _____

Phone: _____

Email: _____

- 1 Payment by invoice available by prior arrangement only please.
- 2 Please email remittance advice to accounts@fearless.net.au
- 3 Amex and Diners cards attract a 3% surcharge.



Flash Level 1 Course Outline

Introducing Flash

- Getting to know the workspace
- Understanding the workflow
- The Library panel
- The Property Inspector
- The Toolbar
- Undo, redo and history
- Zooming and navigating
- Help and learning

Creating and Editing Artwork

- About vector and bitmap graphics
- Drawing simple lines and shapes
- Selecting and transforming shapes
- Copying and moving
- Snapping art into position
- Applying fills and colours
- Setting fill and stroke properties

Creating and Editing Symbols

- About symbols
- Understanding instances
- Converting objects to symbols
- Importing bitmap images
- Importing vector images
- Working with buttons
- Sharing library assets

Using the Timeline

- Working with the Timeline
- Moving the playhead
- Frames and keyframes
- Layers and folders
- Working with scenes
- Nested clips and hierachy

Motion and Animation

- Animation basics
- Motion and tweening
- Moving objects across the stage
- Using the Motion Editor
- Property curves and the Motion Editor
- Classic tweens
- Shape tweening
- Frame by frame animation

Using layers

- Creating and organising layers
- Viewing and hiding layers
- Using layer folders
- Guide layers
- Using nested movie clips
- Masking layers

Using Inverse Kinematics

- About inverse kinematics
- Add bones to symbols
- Add bones to shapes
- Edit IK armatures and objects
- Bind bones to shape points
- Adjust IK motion constraints
- Animate an armature
- Add easing to IK animation

Using imported artwork

- Placing artwork into Flash
- Working with Fireworks files
- Working with Illustrator AI files
- Working with Photoshop PSD files
- Imported bitmaps

Using the library

- Working with library items
- Working with folders
- Sorting items in the Library panel
- Editing items in the library
- Renaming and deleting library items
- Finding unused library items
- Updating imported files in the Library panel
- Working with common libraries

Publishing and Exporting

- Previewing and testing
- Previewing in a web browser
- Using the movie explorer
- Speeding up movie display
- Publishing SWF files
- Embedding in a web page
- Publishing for Adobe AIR
- Exporting images and graphics