



# ADOBE FLASH - LEVEL 1

## COURSE OVERVIEW

Adobe Flash: Level 1 is a two days introductory course for designers who are new to web standard for delivering rich, interactive content in a bandwidth-friendly way. This hands-on course introduces the core functionality needed to design simple motion graphics and interactivity.

At the end of the course, participants will gain strong basic understanding of the web standard for delivering rich, interactive content in a bandwidth-friendly way.

## WHO SHOULD ATTEND

This course is for people new to Flash (or who have used it only to build applications) that want to use it to build rich media application that effectively use animation and sound.

## PRE-REQUISITES

Participants should be comfortable carrying out general operations of computers such as using a mouse, opening and saving files.

## DURATION

2 days

## PRICE

RM760 per participant

## TIME

9.00 am - 5.00 pm with 1 hour lunch break

## LOCATION

Teras One Solution

## COURSE LEADER

Kelvin Lee Ee Keong

Bachelor of Creative Multimedia, Majoring in Digital Media, University Multimedia, Cyberjaya Campus, Malaysia.

Kelvin or Klek has been working as a freelance multimedia designer with 5 years of working experience. Together with his programmer; he has collaborated with clients such as Honda, Lucideas, Ogilvy & Mathers, Bombshelter Studios and Maya Karin to produce everything from flash to HTML driven web sites and even web portals using Adobe products like Illustrator, Flash, Dreamweaver and Photoshop.

He also had several brief teaching experiences with Multimedia University and other training institute before joining Teras One Solution as a trainer.

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## COURSE OUTLINE

### DAY 1

9.00 am - 10.30 am

#### GETTING STARTED

- Flash overview
- The Flash interface
- Getting help

#### EXERCISES

10.30 am - 10.45 am

#### BREAK

10.45 am - 1.00 pm

#### BASIC OBJECTS

- New file settings
- Library items
- Using text
- Basic shapes
- Freeform drawing and editing

#### EXERCISES

1.00 pm - 2.00 pm

#### LUNCH BREAK

2.00 pm - 3.30 pm

#### THE TIMELINE

- Layers
- Timeline basics

3.30 pm - 3.45 pm

#### BREAK

3.45 pm - 5.00 pm

#### FORMATTING

- Custom colors and gradients
- Soft edges

### DAY 2

9.00 am - 10.30 am

#### TIMELINE ANIMATION AND INTERACTIVE BUTTONS

- Frame-by-frame animation
- Motion tweening
- Movie clip animation

#### EXERCISES

10.30 am - 10.45 am

#### BREAK

10.45 am - 1.00 pm

#### INTERACTIVE COMPONENTS

- Buttons
- ActionScript fundamentals

#### EXERCISES

1.00 pm - 2.00 pm

#### LUNCH BREAK

2.00 pm - 3.30 pm

- **INTERACTIVE COMPONENTS** (cont'd)
- Scripting sound control

#### EXERCISES

3.30 pm - 3.45 pm

#### BREAK

3.45 pm - 5.00 pm

#### PUBLISHING

- Accessibility
- Testing
- Publishing