

## What is Flash Masterclass Training?

**Adobe Flash Masterclass** is the industry standard for delivering rich graphic content over the web incorporating animation, sound and user interactivity.

Flash has evolved to satisfy the need for web designers to create ever more complex and visually engaging content whilst maintaining an efficient and effective download capability.

This One day [website design training course](#) will introduce delegates to the main features in Flash including vector graphics, interactivity, animation, video and publishing Flash movies into an HTML page.

We also provide private and in-company **Flash courses**. Call [+44 \(0\)1273 622272](#) to discuss.

[HTML5 and CSS3](#) are starting to be supported by more browsers. Because these technologies - (along with other interactive scripting languages like [JavaScript](#) and [jQuery](#)) - allow web designers to create interactive vector animations and support video without plugins, some argue that Flash is dying.

Whilst Flash use is certainly changing (you don't see many navigation elements designed in Flash now, because of iOS's lack of support), it is an exaggeration to say that Flash has died.

At present, HTML5 and CSS3 cannot provide anywhere near the level of interactivity possible with flash - there is no Audio & Video control (beyond simple triggering) and no motion tweening.

Flash has evolved over the years to changing demands, and will continue to do so for some time yet.

Silicon Beach Training recommends that all delegates familiarise themselves with the Flash interface before attending.

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## Course Objectives

Upon completion of this Adobe Flash Masterclass training course, the delegate will be able to:

- Create and edit vector graphics.
  - Create interactive page elements.
  - Create custom animations.
  - Incorporate sound into animations and web pages.
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## Introduction to Flash

- The Flash Interface
- Flash and HTML

- How Flash movies work - streaming and vectors
- Finding your way around Flash
- What Flash can and can't do

## Flash basics

- Setting Movie properties
- Using Vector-based paint and draw tools
- Creating & editing shapes and working with shapes and elements
- Grouping elements
- Using panels and shortcuts for efficiency.

## Creating vector graphics

- Lines and brush strokes
- Drawing lines, rectangles and ovals
- Smoothing/straightening lines and curves
- Using grids and rules
- Aligning objects
- Using gradients and fills
- Creating and editing custom colours and fills
- Using colours to create 3d and light effects

## Text

- Creating and editing text
- Breaking apart and reshaping text
- Adjusting weighting, font, style and alignment

## Transformations

- Rotating, skewing, scaling and flipping
- Free Transform

## Layers and Keyframes

- Locking layers and colour coding layers
- Using Mask and masked layers
- Understanding frames and keyframes

## Creating simple animations

- Using the Timeline Frames and keyframes
- Using the onion skin and outline colours mode
- Frame by frame animations

## More animation features

- Creating tweened animations
- Shape and motion tweening

- Creating animations along a path

## Symbols and Instances

- Working with symbols
- Creating and editing symbols
- Assigning properties to instances
- Using the Edit symbol Commands
- Applying transparency to colours and gradients

## Images

- Direct import of layered images from other Adobe products such as Photoshop
- Do's and don'ts when importing images

## Interactivity

- Explaining actions and event-handlers
- Types of actions
- Adding actions to buttons and keyframes
- Giving control to the user
- Nesting symbols
- Creating animated buttons
- Making interactive links to other scenes and URLs

## Sound

- Importing sound
- Adding sound to a scene and adding sound to buttons
- Synchronising sound
- Streaming audio with MP3 compression

## Video

- Flash video codecs explained
- Video streaming modes explained
- Using the video import wizard
- How to deploy video

## Components

- Introduction to components
- Changing component parameters
- Changing the appearance of components

## Management

- Using the library to organise elements
- Using the Movie Explorer to keep track of elements

## Testing and Publishing

- Using the bandwidth profiler
- Streaming and streamlining your movie
- Using the Publish command
- Inserting a preloader

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