**Flash**

**General objectives:**

This course aims to endow the students the necessary knowledge to add pages, graphics and animations with special effects; produce high-impact web sites; import vector and bitmap images from other applications and animate them for later publication on the Internet.

**Specific objectives:**

At the end of the training the trainees are able to:
- Know the essentials of Flash to create small animations;
- Understand the Flash as a key tool for production, editing and optimization animations;
- Insert sounds and videos to complement your animations.

**Target Audience:**

This course is designed for all PC users who need to learn how to create multimedia animations.

**Hours:**

 30 hours.

**Program Contents:**

**Module I - Introduction to Flash**

- ➢ Interface;
- ➢ Workspace;
- ➢ Bookstore panel;
- ➢ Timeline panel;
- ➢ Layers
- ➢ Test swf file in development;
- ➢ Stage, Zoom and pan;
- ➢ Rulers, guides and grids.

### Module II - Fundamental concepts in Flash

- Concept of "Frame", "Scene and" Timeline ";
- The creation of a film;
- Properties;
- Shapes and symbols.

### Module III - The image editing

- Editing tools in vector / bitmap images;
- Layers concept.

### Module IV - Content Creation

- Design and processing of forms in Flash;
- The manipulation of objects;
- The use of text in Flash.

### Module V - Import

- Structure and library management;
- Import pictures and vectors;
- Integration with Adobe Photoshop and Illustrator.

### Module VI - Structure Flash document

- Flash document properties;
- Arrange layers;
- Guide layers;
- Timeline and framerate (fps).

### Module VII - The capabilities of Flash - Animations

- Types of animation;
- Animate property position, transparency and rotation;
- Animate filters, size and scale;
- Modify the path of the animation;
- Create autonomous animation;
- Easing;
- 3D animation;
- Edit multiple frames.

## Module VIII - Audio and video

➢ Adobe Media Encoder;
➢ Import and integrate video;
➢ video with an external resource;
➢ Video with transparency;
➢ Cue Points;
➢ Import and use audio;
➢ effects and volume;
➢ Audio compression settings.

## Module IX - ActionScript

➢ Actions panel;
➢ Code Snippets Panel;
➢ Create clickable elements with code snippets;
➢ Check the timeline with clickable elements;
➢ Upload and manage external content;
➢ Check movieclips.

## Module X - Publication

➢ Optimization;
➢ SWF publish parameters;
➢ HTML publishing parameters;
➢ Post to other file types.