



Overview:

Become proficient at the workflow and environment of Adobe Flash CS4, while mastering the basics of animation.

Course outline:

- Why use flash?
- What's new in CS4
- The Flash Interface
- Drawing and simple graphics
- Modifying graphics
- Graphics from other applications
- Symbols and instances
- Animation basics
- Shape tween animations
- Motion and classic tween animations
- Working with buttons
- Movie clip symbols
- Type in Flash
- Working with sound
- Flash and video
- Adding interactivity
- Publishing your project

Who should attend:

Anyone interested in learning Flash, whatever his or her specific requirements may be. The Flash 101 course is offered at a basic to intermediate level and focus on the software application and workflow. Basic animation techniques will be covered during the course.

Level: Basic - Intermediate

Admission requirements: Computer literacy

Materials : USB memory stick would be useful (2Gb+), to take class files home.

Duration: 16 Hours

Lecturers: To be announced

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