



# Flash MX

## Introduction

Employment using digital communications is rapidly expanding across all industries and around the world. At the forefront of this expansion are Adobe tools for digital communication, including Flash® for multimedia creation. Whether it's a career in graphic design, Web marketing, video production or any field utilizing digital communications, becoming an Adobe Certified Associate can put you on the fast track to success.

## Course Objective

Adobe Flash is the industry standard for delivering rich graphic content over the web incorporating animation, sound and user interactivity. This one day training course will quickly get you up to speed with the basic features of Flash, including document options, using the drawing tools, working with text, animating, working with frames, tweening and exporting for web.

## Prerequisite:

No prerequisite required.

## Certificate Of Attendance :

Certificate of Attendance will be awarded to students at the end of the day.

## Training Methodology & Materials:

- 100% hands-on.
- Well-designed exercises/sessions to enhance further understanding of the courseware

## Training Duration:

Full-Time : 1 Weekdays  
Time : 9.30am – 5.30pm

Part-Time : 2 sessions  
Time : 7.00 pm to 10.00pm (twice a week)

## Course Training Fee :

Course fee : S\$350  
Regn Fee : \$30

All fees subject to GST 7%.

## DETAILED COURSE OUTLINE

- 1. Lesson 1: Introduction to Macromedia FlashMX**
  - 1.1 Understanding Flash workspace and environments
  - 1.2 Familiarisation with FlashMX Interface
- 2. Lesson 2: Creating, Selecting and Editing Objects**
  - 2.1 Tools Panel
  - 2.2 Using Pencil tools and Brush tools
  - 2.3 Using the Line tools and Pen tools
  - 2.4 Ink Bottle, Paint Bucket, Dropper and Eraser tool
  - 2.5 Selecting with Arrow and Lasso Tools
  - 2.6 Using Freeform Tools to scale, rotate, skew and distort
- 3. Lesson 3: Colour and Text**
  - 3.1 Adding, formatting and manipulating text
  - 3.2 Creating web ready colors and gradients

4. **Lesson 4: Frames and Layers**
  - 4.1 Working with Frames
  - 4.2 Deleting and copying frames
  - 4.3 About Layers
  
5. **Lesson 5: Animation**
  - 5.1 Animation Basics
  - 5.2 Elements of Animation
  - 5.3 Scenes
  - 5.4 Frame by Frame Animation
  - 5.5 Motion Tweening
  - 5.6 Motion Guides
  
6. **Lab 1: Introduction to Flash MX**
  - Exercise 1: Using Flash MX interface, toolbars and palettes
  - Exercise 2: Changing document properties (size, BG color)
  - Exercise 3: Working with Shapes in Flash MX
  - Exercise 4: Working with Color & Fills in Flash MX
  - Exercise 5: Drawing with the Pencil Tool
  
7. **Lab 2: Timeline and Layers**
  - Exercise1 - Creating Basic Text Layers.
  - Exercise2 – Using Filters on Text Layers
  
8. **Lab 3: Saving & Publishing Movies**
  - Exercise 1: Identifying Frame
  - Lab 4: Symbols & Instances
  - Exercise 1: Introduction to Symbols & Instances
  - Exercise 2: Organizing Library Palette
  
9. **Lab 5: Tweening**
  - Exercise 1: Creating a straight line motion Tween
  - Exercise 2: Creating path motion Tween
  - Exercise 3: Creating Text Tweens
  - Exercise 4: Creating Shape Tweens
  
10. **Lab 6: Mask Layers**
  - Exercise 1: Creating a straight line motion Tween
  
11. **Lab 7: Adding sound in Flash MX**
  - Exercise 1: Adding Sound to a tween animation

