

Adobe Flash Advanced

OBJECTIVES

Create and edit vector paths and mask layers; learn advanced animation techniques, such as inverse kinematics, shape and motion tweens, and animated masks; basic programming principles while using ActionScript to get more control over their Flash applications; incorporate audio and video into their Flash documents.

Duration: 1 Day

1. VECTOR ILLUSTRATION

- Creating vector paths
- Editing vector paths
- Using mask layers

2. ADVANCED ANIMATION TECHNIQUES

- Inverse kinematics
- Shape tweens and animated masks
- Filter animation
- The Motion Editor

3. ACTIONSCRIPT ANIMATION

- Programming principles
- Event listeners and event handlers
- Modular code
- Special classes
- The Debugger

4. INTERACTIVE TECHNIQUES

- Adding audio
- Scripting a link to a Web page
- Loading dynamic content

5. VIDEO

- Flash video basics
- Video in Flash files