

# Adobe Flash Introduction

## OBJECTIVES

Use the Stage and the Library, create and format text, and work with basic shapes; fundamentals of working with the Timeline; format objects by using custom colours and gradients and by applying filters and soft edges; create frame-by-frame, motion tween, and movie clip animations; work with interactive components such as buttons and audio controls; learn about the accessibility options for Flash content, test the download performance of a Flash file, and publish a Flash file.

**Duration:** 1 Day

### 1. GETTING STARTED

- Flash overview
- The Flash interface
- Getting help

### 2. BASIC OBJECTS

- New file settings
- Library items
- Using text
- Basic shapes
- Freeform drawing and editing

### 3. THE TIMELINE

- Layers
- Timeline basics

### 4. FORMATTING OBJECTS

- Custom colours and gradients
- Soft edges

### 5. TIMELINE ANIMATION INTERACTIVE BUTTONS

- Frame-by-frame animation
- Motion tweening
- Movie clip animation
- Interactive buttons

### 6. PUBLISHING

- Accessibility
- Testing
- Publishing