

# Macromedia Flash 8: Level 1

## Course Content

### Lesson 1: Exploring the Flash 8 Environment

- Topic 1A: Explore Flash 8
- Topic 1B: Explore the Flash 8 Work Environment
- Topic 1C: Work with Templates

### Lesson 2: Exploring the Drawing and Painting Tools

- Topic 2A: Compare Vector and Raster Graphics
- Topic 2B: Examine the Basic Drawing and Painting Tools
- Topic 2C: Create a Custom Color Swatch, Gradient, and Line Style

### Lesson 3: Manipulating Objects

- Topic 3A: Edit Objects Using the Selection Tools
- Topic 3B: Change Object Interaction
- Topic 3C: Create Symbols and Instances
- Topic 3D: Transform Objects
- Topic 3E: Work with Bitmap Images

### Lesson 4: Working with Text

- Topic 4A: Create Text Blocks
- Topic 4B: Convert Text into Shapes

### Lesson 5: Working with Multiple Layers in a Movie

- Topic 5A: Work with Multiple Layers
- Topic 5B: Create a Mask Layer
- Topic 5C: Align the Objects in a Flash 8 Document

### Lesson 6: Creating an Animation

- Topic 6A: Create a Frame-by-Frame Animation
- Topic 6B: Create a Shape-Tween Animation
- Topic 6C: Create a Motion-Tween Animation
- Topic 6D: Create a Guide Layer
- Topic 6E: Mask Animations

### Lesson 7: Publishing a Flash 8 Movie

- Topic 7A: Select the Publish Settings
- Topic 7B: Publish a Flash File

## Appendix A: Flash 8 Designer Certification Exam Objectives

## Course Specifications

Course number: 084530  
Software: Macromedia Flash 8: Level 1  
Course length: 2.0 day(s)

## Course Description

A website can be made to look more inviting with interactive graphics and animations. The tools present in Macromedia Flash 8 help one to create and manipulate a wide variety of objects ranging from a simple graphic design to a complex animation sequence. This course is meant for students who have no exposure to the features and functions of Flash 8. The topics covered provide the critical skills you need to create objects and animations in Flash 8.

**Course Objective:** You will explore the basics of Flash 8, including its tools and features. You will also create different types of animations and publish them on the web.

**Target Student:** Students who want to grasp a general overview of the basic techniques used to create basic web pages.

**Prerequisites:** To ensure students' success with this course, we recommend that they first take the following Element K courses or have equivalent knowledge: Introduction to Personal Computers Using Windows XP or Introduction to Personal Computers Using Windows 2000.

**Delivery Method:** Instructor led, group-paced, classroom-delivery learning model with structured hands-on activities.

## Hardware Requirements

- An Intel Pentium III 800 MHz or equivalent processor
- 256 MB RAM
- Minimum of 710 MB available disk space
- 1027 x 768, 16-bit color display
- A CD-ROM drive

## Platform Requirements

- Windows 2000 or XP

## Software Requirements

- Macromedia Flash 8
- Microsoft Internet Explorer 5.0 or later version

## Performance-Based Objectives

Upon successful completion of this course, students will be able to:

- examine the concepts and technology behind Flash 8. You will also save and manage workspace layouts, work with panels, and set initial movie characteristics using the Property Inspector.
- use Flash 8's basic drawing and painting tools, modify the outline and fill properties of objects, and create custom color swatches, gradients, and line styles.
- select objects using the selection tools. You will experiment with line and shape interaction, and use the options in Flash 8 to transform and group objects. You will also import a bitmap image into a Flash 8 document and convert it to a vector image.
- create text blocks and convert them into shapes.
- work with Flash 8 movies that contain multiple layers. You will edit and manipulate the movies and create a visual effect using mask layers. You will also work with the Align panel to quickly arrange objects on multiple layers.
- work with different types of animations. You will create frame-by-frame, shape-tween, and motion-tween animations. You will also add a motion guide layer to improve the look of motion-tween animations.
- prepare a Flash 8 movie for publishing on the web.