

# ADOBE FLASH – LEVEL 1



## Computer Smart TRAINING CENTRE

**Learning Outcomes:** To gain the most from this course, students should be familiar with the Windows environment, be familiar with the web and its terminologies, have a basic frame of reference for graphic and design applications, and have a desire to know the basic terminologies and components of ActionScript and its role as a Flash programming language.

### Getting Started with Flash:

- Identify components of the Flash Interface
- Customise the Flash Interface
- Introduce Rich Media Design Principals

### Adding Shapes, Colours, and Lines with Drawing and Painting Tools:

- Apply and Customise Colours
- Identify Flash Drawing and Painting Components
- Work with Interacting Objects

### Creating Symbols and Instances:

- Create Symbols
- Create Symbol Instances

### Using Animation Basics to Create Animations:

- Create Animations with Frames and KeyFrames
- Create Tween Animations

### Getting Started with ActionScript:

- An Introduction to ActionScript
- Coding with Basic ActionScript
- Use Code Snippets

### Manipulating Objects:

- Select Objects Using the Selection Tools
- Transform Objects
- Organise Objects with Layers

### Working with Text:

- Add Text to a Document
- Create Text Fields

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