

PROFESSIONAL TRAINING COURSE



3 Days Course on Adobe Flash : Mastering the Essentials



Two Sigma Technologies

Suite B, 19-2, Jalan PGN 1A/1, Pinggiran Batu Caves,
68100 Batu Caves, Selangor
Tel : 03-61880601/Fax :03-61880602
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Course Overview

Adobe Flash Professional is the most advanced authoring environment for creating rich and engaging content. In this course, participants will learn to embed rich and crisp text, stunning graphics, and compelling animations to produce a impressive multimedia experience. Participants will also learn to deploy music and video to complete the experience.

Who Should Attend

This course is intended for users who want to expand their introductory skills in developing animations and working with ActionScript 3.0.

Course Settings

Date	Refer to Training Calendar
Venue	Refer to Training Calendar
Fees	Contact Us at sales@2-sigma.com
Timings	0900-1700 (3 Days)
Inclusive	Certificates and notes from Adobe
Audience	Graphic Designer, Web Designer and IT Personnel

Adobe Flash -Schedule

Day 1	
09.00am – 10.00am	Getting Acquainted <ul style="list-style-type: none"> • Starting Flash and Opening a File • Getting to Know the Workspace • Working with the Library Panel • Understanding the Timeline • Organizing Layers in a Timeline • Using the Properties Inspector • Using the Tools Panel • Undoing Steps in Flash • Previewing Your Movie • Publishing Your Movie • Saving Your Movie • Finding Resources for Using Flash • Checking for Updates
10.00am – 10.30am	Breakfast
10.30am – 12.45pm	Working with Graphics <ul style="list-style-type: none"> • Getting Started • Understanding Strokes and Fills • Creating Shapes • Making Selections • Editing Shapes • Using Gradient and Bitmap Fills • Making Patterns and Decorations

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	<ul style="list-style-type: none"> • Creating Curves • Creating Transparencies • Creating and Editing Text
12.45pm – 02.15pm	Lunch
02.15pm – 05.00pm	Creating and Editing Symbols <ul style="list-style-type: none"> • Getting Started • Importing Illustrator Files • About Symbols • Creating Symbols • Importing Photoshop Files • Editing and Managing Symbols • Changing the Size and Position of Instances • Changing the Color Effect of Instances • Understanding Blend Effects • Applying Filters for Special Effects • Positioning in 3D Space
Day 2	
09.00am – 10.00am	Adding Animation <ul style="list-style-type: none"> • Getting Started • About Animation • Understanding the Project File • Animating Position • Changing the Pacing and Timing • Animating Transparency • Animating Filters • Animating Transformations • Changing the Path of the Motion • Swapping Tween Targets • Creating Nested Animations • Using the Motion Editor • Easing • Animating 3D Motion • Previewing the Animation
10.00am – 10.30am	Breakfast
10.30am – 12.45pm	Articulated Motion and Morphing <ul style="list-style-type: none"> • Getting Started • Articulated Motion with Inverse Kinematics • Constraining Joints • Inverse Kinematics with Shapes • Armature Options • Morphing with Shape Tweens • Using Shape Hints • Simulating Physics with Inverse Kinematics
12.45pm – 02.15pm	Lunch

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02.15pm – 05.00pm	<p>Creating Interactive Navigation</p> <ul style="list-style-type: none"> • Getting Started • About Interactive Movies • Creating Buttons • Understanding ActionScript 3.0 • Preparing the Timeline • Adding a Stop Action • Creating Event Handlers for Buttons • Creating Destination Keyframes • Creating a Home Button • Playing Animation at the Destination • Animated Buttons
Day 3	
09.00am – 10.00am	<p>Using Text</p> <ul style="list-style-type: none"> • Getting Started • Understanding TLF Text • Adding Simple Text • Adding Multiple Columns • Wrapping Text • Hyperlinking Text • Creating User-input Text • Loading External Text
10.00am – 10.30am	Breakfast
10.30am – 12.45pm	<p>Working with Sound and Video</p> <ul style="list-style-type: none"> • Getting Started • Understanding the Project File • Using Sounds • Understanding Flash Video • Using Adobe Media Encoder • Understanding Encoding Options • Playback of External Video • Working with Video and Transparency • Using Cue Points • Embedding Flash Video
12.45pm – 02.15pm	Lunch
02.15pm – 05.00pm	<p>Loading and Controlling Flash Content</p> <ul style="list-style-type: none"> • Getting Started • Loading External Content • Removing External Content • Controlling Movie Clips • Creating Masks <p>Publishing Flash Documents</p> <ul style="list-style-type: none"> • Getting Started • Testing a Flash Document • Understanding the Bandwidth Profiler



- Adding Metadata
- Publishing a Movie for the Web
- Alternative Publishing Options

More Information

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To register, please email to sales@2-sigma.com or fax the registration form to 03-61880602, we will contact you for further action.

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