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## Flash MX 2004: Designing and Developing Media

**Course Length:** 2 Days

### Course Description

*Flash MX 2004: Designing and Developing Media* is the appropriate course for you if you need to create Web pages or Web page components that contain text, graphics, and animation, and that will display correctly in almost every browser on most computing platforms.

**Course Objective:** You will create Flash-based movies that contain graphics, text, and animations.

**Target Student:** The target student is the professional who wants to develop multimedia and distribute it on the Web for electronic communications. Target customers are advertising agencies, marketing agencies, production houses, and design- or media-focused departments within larger corporations.

**Prerequisites:** To get the most out of this course, students should be familiar with using a Windows-based computer. They should be comfortable using the Internet with Internet Explorer; familiarity with other browsers is a plus. Furthermore, students should have a basic understanding of HTML and design and media applications, such as Freehand and Fireworks.

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

**What's Next:** Following this course, if you need to create script-intensive media applications, you may also wish to take the *Flash MX 2004: Developing Applications* course.

### Performance-Based Objectives

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

- Explore Macromedia Flash MX 2004 to determine the types of applications you can build with it, how to use the program's user interface, and the general process you will follow when creating Flash movies.
- Import, create, modify, and manipulate graphics in your Flash movie. You will also create graphic symbols, add them to your library, and use them in your movie to optimize both the size and efficiency of your application.
- Add static and input text and Flash components to your movie. You will build input forms and set the starting text of fields in the form. And, you will optimize the text in your movie by configuring font options.
- Animate graphics using multiple techniques.
- Add interactivity to your movie by using buttons.
- Create an interactive movie by using Movieclips, ActionScript, and by displaying sequential content with screens.
- Add sound and video to your movie.
- Publish your Flash applications.

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## Course Content

### **Lesson 1: Exploring Macromedia Flash MX 2004**

- Topic 1A: Define Rich Internet Applications
- Topic 1B: Orientation to Macromedia Flash MX 2004
- Topic 1C: The Process of Producing Flash Applications

### **Lesson 2: Working with Graphics**

- Topic 2A: Import Images
- Topic 2B: Create Vector Graphics
- Topic 2C: Modify Vector Graphics
- Topic 2D: Organize Content with Layers
- Topic 2E: Modify Colors
- Topic 2F: Optimize Movies by Using Symbols
- Topic 2G: Create Mask Effects

### **Lesson 3: Adding Text to a Movie**

- Topic 3A: Create Text
- Topic 3B: Build Forms
- Topic 3C: Set Starting Text with ActionScript
- Topic 3D: Set Font Options
- Topic 3E: Add Input Text by Using Flash Components

### **Lesson 4: Adding Animations to a Movie**

- Topic 4A: Create an Animation
- Topic 4B: Create a Motion Tween Animation
- Topic 4C: Create a Complex Motion Tween
- Topic 4D: Control the Timeline with ActionScript
- Topic 4E: Create a Shape Tween Animation
- Topic 4F: Animate Using Timeline Effects

### **Lesson 5: Adding Interactivity with Buttons**

- Topic 5A: Create Buttons
- Topic 5B: Control Movies with Button Behaviors
- Topic 5C: Create Navigation Systems

### **Lesson 6: Creating Interactive Movies**

- Topic 6A: Add Interactivity with Movieclips
- Topic 6B: Create a Flash Slide Presentation

### **Lesson 7: Adding Media to a Movie**

- Topic 7A: Add Sounds
- Topic 7B: Add Sounds with Behaviors
- Topic 7C: Add Video
- Topic 7D: Display Video with Media Components

### **Lesson 8: Publishing Flash Documents**

- Topic 8A: Publish Documents
- Topic 8B: Detect the Flash Player Version