



BILLY BLUE
COLLEGE OF DESIGN



Course	Flash CS4 Basic
Lecturer	Geoff Schwartz or Mark Gorski
Duration	Three days 10.00am – 4.00pm
Dates	Saturday: July 17, 24, 31; September 11, 18, 25; November 13, 20, 27
Fee	\$715
Venue	Billy Blue College of Design, 171 Pacific Highway, North Sydney

Course Outline

You learn how to create Flash animation for WWW delivery or online presentations. You will go through the basics in Flash, beginning with the Flash Authoring environment. You'll then progress right through to a more complex animation and learn ActionScript to provide basic interactivity for your Flash project.

Who should attend

This course is for the budding web designer looking to learn the fundamentals to add Flash animations to their website and pages or to add more functionality to web page controls.

Also if you are a visual or multimedia designer wanting to learn the most used application on the World Wide Web for animations and online presentations, then this is the course for you.

Course Outcomes

At the end of this course you will be able to:

- Work with Flash Authoring Tool to create Flash animation and provide basic interactivities
- Set stage properties; import images, create text blocks, drawing objects, and shapes; apply fills and strokes; transform shapes; combine objects and shapes; and create and reshape freeform shapes
- Create, name, and manage layers; identify components of the timeline; create frames, keyframes, and blank keyframes; and control the duration of a Flash application



- Apply transparency, filters, and the Soften Fill Edges command
- Create a frame-by-frame animation, create a motion tweened animation, control the acceleration and deceleration of a tweened animation, apply colour effects, and create a movie clip animation
- Create static buttons, rollover buttons, and invisible buttons; create a basic ActionScript; and apply a script to buttons to control Timelines
- Use Sounds and Videos on your Flash applications
- Identify the types of applications that you can create in Flash, identify components of the Flash interface, set publishing options, publish a Flash file, and explore the Flash Help window

Course Content

- Getting started
- Flash overview
- The Flash interface
- Publishing
- Getting help
- Basic objects
- New file settings
- Library items
- Text
- Basic shapes
- Freeform drawing and editing
- The Timeline
- Layers
- Timeline basics
- Formatting objects
- Using non-Flash graphics



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- Soft edges
- Timeline animation
- Frame-by-frame animation
- Movie clip animation
- Shape tweening
- Motion tweening
- Buttons
- ActionScript fundamentals
- Adding sounds and video

Prerequisites:

Good computer and internet skills with Windows or Mac.

Lecturers' Biographies

Geoff Schwartz is a Sydney based designer who came from California after the Beach Boys but before Snoop Doggy Dogg. He brings global experience to his graphic design, drawing inspiration from living and working across Europe and the US. Geoff is a versatile artist, skilled in all forms of electronic and print communication. He has developed Flash animations and websites for clients such as Breville and Hope Estate. Geoff is also a talented illustrator. Check out some of his work at <http://www.pixelsoup.com.au/>

Mark Gorski is a Sydney-based web developer who came here from Poland before the wall came down. He brings global experience having worked in both Europe and Australia for clients across the world.

Mark is a versatile communicator, utilising both electronic and traditional media for his clients. He has developed HTML and Flash based websites for clients such as Pepsi, Xbox, Sunsilks and IKEA.