

Flash CS4: beginning

lesson 1

introducing flash
using the flash interface
creating a new flash
document
new>object-based
animation

lesson 2

the tool palette (all,
including new bones)

lesson 3

creating graphics
importing graphics
the importance of symbols
graphic, button, movie clip

lesson 4

object drawing mode
using the primitive tools
using color effectively
creating a color swatch
reusing graphics as symbols
masking content

lesson 5

using text effectively
using the text tool
manipulating font
properties
anti-aliasing text
using text components

lesson 6

introducing animation
creating frame-by-frame
animations
testing your animation

lesson 7

creating motion tweens
using motion guide layers
creating shape tweens

lesson 8

motion presets & editor

lesson 9

layering flash elements
organizing content in layer
folders

lesson 10

creating buttons
adding behaviors to buttons

Lesson 11

creating movieclips
using a movieclip as a
wrapper
loading a swf into a
movieclip

lesson 12

adding sound and video
importing sounds
adding video
using the flash video
components

lesson 13

saving files
exporting files
publishing