

MAS Flash Course Outline

JP Vasquez jp@ichameleongroup.com

Week 1:*****

- Hello!
- MAS Flash Blog: <http://masflash.blogspot.com>
- Get to know Flash
- Flash 8 vs Flash 9
- Setup your Flash project
- Need help, where to find it and how to use it
- Tools
 - *Selection*
 - *Subselection*
 - *Transform*
 - *Lasso*
 - *Pen*
 - *Text*
 - *Line*
 - *Rectangle, etc*
 - *Pencil*
 - *Brush*
 - *Ink Bottle*
 - *Paint Bucket*
 - *Eye Dropper*
 - *Eraser*
 - *Hand*
 - *Zoom*
- Panels
 - *Color/Swatches*
 - *Library*
 - *Properties*
 - *Filters*
 - *Transform*
 - *Align*

Week 2: *****

- Basic Animation
- What's the timeline
- Managing frames and shortcuts
- Tweening
- Frame by frame animation
- Shape tweening

- Shape hints
- Multiple frame editing

Week 3: *****

- Working with type
- Type properties
- Static vs Dynamic
- Aliasing options
- Working with bitmaps
- Importing
- Compressing, and it's importance
- Cool stuff with bitmaps

Week 4: *****

- Creating MovieClips (MC's)
- MovieClips and the Library
- Instance names, instance names, instance names
- MovieClips' timelines
- Creating Buttons
- MovieClips as Buttons?

Week 5: *****

- Actionscript
- What is it, when to use it, why to use it, where to write it
- Basics
- Stop action
- Trace action
- getURL
- Button actions
- Advanced animations using Actionscript
- Mouse followers
- Attaching MovieClips
- Intervals
- Etc

Week 6: *****

- Actionscript continued (if necessary)
- Preloaders
- Do we need one?
- Basics
- Build a simple preloader
- Re-using your preloader

Week 7: *****

- Site structure
- Size and resolutions
- Frame rate
- Work shop

Week 8 & 9: *****

- Workshops

Week 10: *****

- Final Assignment due