

Flash Mx

Day One

The Flash Authoring Tool

Understanding Flash basics
About the Stage and Timeline
Using Grids, Rulers, & Guides
Working with Snapping
About the Toolbox & Panels
Working with Grouped Panels
Using custom Panel Sets
About the Property Inspector
Customizing Keyboard Shortcuts

Creating Simple Graphics

Using the Line Tool
Setting Stroke and Fill Attributes
Using Oval & Rectangle Tools
Using the Pencil Tool
Using the Pen Tool
Using the Brush Tool & Paint Bucket
Using the Text Tool
Setting Text, Character, & Paragraph
Breaking apart Text

Modifying Simple Graphics

Selecting Lines & Fills with Arrow Tool
Using a Selection Rectangle
Using the Lasso Tool
Selecting & Deselecting Elements
Repositioning Elements
Moving End Points
Reshaping Lines
Reorienting Graphic Elements
Distorting Graphic Elements
Modifying Strokes
Using the Eraser Tool
Using the Faucet Modifier
Creating Solid Colors
Putting Gradients to Work
Converting Lines to Fills

Complex Graphics On A Single Layer

When Lines intersect Lines
When Lines and fills Interact
When Shapes Interact
Understanding Grouping
Working with Grouped Elements
Controlling the Stacking Order
Editing Groups

Aligning Elements
Using the Complex Paint Modes
Applying Gradients
Using the Eraser Tool

Graphics On Multiple Layers

Layer Features
Creating and deleting Layers
Creating and Deleting Folders
Controlling Layers and Folders
Setting Layer Properties
Organizing Layers and Folders
Working with Graphics on Layers
Cutting and Pasting between Layers
Working with Guide Layers
Working with Mask Layers

Saving and Reusing Graphic Elements

Understanding the Library Window
Understanding Library Hierarchy
Converting Graphics to Symbols
Creating new symbols from scratch
Using symbol Instances
Editing Master Symbols
Duplicating Master Symbols
Coping Symbols Between Movies
Creating Shared Libraries
Using Font Symbols

Using Non-Flash Graphics

Importing Non-Flash Graphics
Using the Clipboard
Turning Bitmaps into Vector Graphics
Editing Bitmaps
Using Bitmaps as Fills
Modifying Bitmap Fills

Frame-by-Frame Animations

Using Timeline
Creating Keyframes
Making a Frame by Frame Animation
Previewing the Action
Using Onion Skinning
Editing Multiple Frames
Understanding Frame Rate
Varying the Speed of Animation