ADOBE FLASH SYLLABUS

DAY	CHAPTER	TOPICS	HORUS
Day 1	Introduction logging Working in Flash Drawing with Flash	• Basic animation Working in the timeline	1
Day 2	Animation Review Break apart and distribute Intro to Motion Guide	• • Motion Guide Paths Mask layers Button Intro Intro to scripting	1
Day 3	Working with custom colors and gradients	• Setting up scenes for first project buttons and action scripting for project	1
Day 4	Design Workshop Introduction to Photoshop	• using the scanner optimizing bitmap images	1
Day 5	Bouncing Ball	• timing - easing	1
Day 6	Sub selection tool	• Bezier manipulations	1
Day 7	The concept of limited animation as pioneered by Hanna Barbera	• Using Symbols - setting useful	1
Day 8	Anticipation - Secondary Motion	• Walk Cycle	1
Day 9	Editing audio	• Phonemes - Lip Syncing	1
Day 10	Flash: Environment And Tools	• Fundamentals • Bitmap Vsvector graphics • Image Vs Movie	1

DAY	CHAPTER	TOPICS	HORUS
Day 11	Concepts of Frame Rate and Resolution	• PAL, NTSC and Film Standards	1
Day 12	Exploring The Flash Interface	• The various import formats • Timeline- Play head/Frames/Key Frames/ Blank frames	1
Day 13	Rulers, Guides, Grids and Snappings Common Libraries	• Color Swatches and Color Mixer	1
Day 14	Working with images	• Discussing bitmap and vector graphics	1
Day 15	Converting bitmaps to vector graphics	• Basic drawing and Selections	1
Day 16	Drawing with the Pen tool Creating custom line styles Selection Tools Arrow Tools and Lasso Tool	• Navigation Tools - Hand and Zoom Tools	1
Day 17	Creating freeform shapes Selecting and editing shapes Using the Selection and Lasso tools	• Transforming shapes • Copying, moving, and deleting a shape	1
Day 18	Color	• Applying color • Using the Paint Bucket and • Ink Bottle tools • Using the Eyedropper and • Brush tools	1
Day 19	Text	• The Text tool • Creating an extending text • block • Creating a fixed text block • Text formatting	1

DAY	CHAPTER	TOPICS	HORUS
		• Changing font styles • Modifying a text block	
Day 20	Using the Find and Replace feature	• Using the History panel	1
Day 21	Layers	• Layer basics • Merging and rearranging o layers • Deleting a layer • Modifying layers	1
Day 22	Creating layer folders Guide layers Creating a guide layer	• Controlling the speed of a o motion tween	1
Day 23	Scenes and Frame Labels	• Creating a Scenes • Organizing Scenes	1
Day 24	Symbols and Instances	• About Symbols and Instances • Using and managing the o Symbol Library	1
Day 25	Button Symbols Creating and editing a button symbol	• Controlling tints, brightness and transparency of instances	1
Day 26	Animation	• Animation basics • Timeline, Frames and Key Frames	1
Day 27	Creating a basic frame-by-frame animation Using Onion Skin to modify an animation Using shape tweening and hinting	• Using motion tweening • Using motion tweening with a guide	1
Day 28	Introduction To ActionScript	• Understanding Object Oriented Programming	1

DAY	CHAPTER	TOPICS	HORUS
Day 29	Working in Expert Mode Using the Reference Panel Understanding ActionScript Syntax	• Creating ActionScript Movies	1
Day 30	Adding an Action to a Key frame Adding an Action to an Object	• Adding an Action to a Button • Planning Your ActionScript Movie	1