

Overview Of Flash

Vector Graphics And Bitmaps Flash Jargon Starting Flash The Flash Window How Flash Works The Flash Stage The Flash Toolbox Playing A Flash Movie Closing Flash Quick Review

Overview Of Drawing And Painting Tools

Using The Line Tool Using The Pencil Tool Reshaping Lines And Outlines Using The Drawing Tools Using Colour Tools Defining Colour Gradients Using The Brush Tool Quick Review On Your Own

Overview Of Working With

Objects

The Ink Bottle And Dropper Tools Flipping And Rotating Objects Resizing An Object Aligning Objects Grouping Objects Quick Review On Your Own

Overview Of Working With

Text

Creating Text Working With Text Boxes Text Formatting Aligning Text Indenting Paragraphs Text Fields Converting Text To Bitmaps Quick Review On Your Own

Overview Of Working With

Layers Layer Properties Changing The Order Of Layers Creating And Deleting Layers Renaming A Layer Quick Review On Your Own

Overview Of Imported

Graphics

Importing Non-Flash Graphics Tracing Bitmaps Editing Imported Bitmaps Quick Review On Your Own

Overview Of Symbols,

Instances, Libraries

Converting Graphics To Symbols The Library Window Creating New Symbols Symbol Instances Modifying Symbols And Instances The Library Menu Quick Review On Your Own

Overview Of Animation

Frame By Frame Animation Motion Tweening Tweening With Motion Guides Shape Tweening Quick Review



On Your Own Overview Of Buttons

Simple Buttons Animated Buttons Adding Text To Buttons Working With Buttons Quick Review

Overview Of Button And

Frame Actions

Adding Actions To Text Fields
Assigning Actions To Buttons
Adding A Frame Action
Quick Review
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Overview Of Sound

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Overview Of Publishing

Getting Movies Ready To Publish Publishing And Exporting Publishing HTML For Flash Player Files Quick Review On Your Own.

