

Adobe® Flash®: Developing Interactive Web Content - 4 Days

Course 984 Overview

- You Will Learn How To**
- Build and deploy cross-platform Rich Internet Applications (RIA) and content with Adobe Flash
 - Create engaging animations to attract and retain users
 - Generate interactive dynamic content and special effects with ActionScript
 - Connect to relational databases and XML datasets to build real-time, data-driven applications
 - Encode and deliver streaming video to create innovative, mixed-media content
 - Integrate and distribute Flash content on multiple platforms, including DVD, web and Mobile
- Course Benefits** Rich Internet Applications demand sophisticated content and delivery methods. Adobe Flash is a leading development tool that provides organizations with a fast, fluid environment for creating interactive applications that enhance the end user experience. This hands-on course provides the essential skills necessary to develop, deploy and secure content and data-driven applications, including animation, streaming video and special effects.
- Who Should Attend** Web developers, graphic designers and those who want to add Adobe Flash functionality to their sites. A background in web development is helpful but not required.
- Hands-On Training** Hands-on exercises provide experience creating and delivering Flash applications, including:
- Creating an application framework with buttons, graphics and sounds
 - Integrating with Photoshop to manipulate bitmap graphics
 - Building animations with motion and special effects
 - Adding interactive functionality with ActionScript
 - Connecting Flash to databases and XML
 - Generating and streaming video
 - Embedding Flash animations and applications into web pages

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Course 984 Outline

Fundamentals of Adobe Flash

- Requirements of Rich Internet Applications
- Navigating the Flash IDE
- Exploring Flash capabilities

Building Flash Content

Analyzing the interface

- Investigating toolbar functionality
- Synchronizing content with the timeline
- Adjusting interface parameters with the properties window

Creating and importing assets

- Graphics
- Movie clips
- Buttons
- Constructing navigation menus
- Utilizing the built-in tools to create content
- Importing video, graphics and audio
- Leveraging Photoshop for graphic manipulation

Configuring Flash components

- Enhancing the user interface with the Component Library
- Extending Flash capabilities with third-party components

Bringing Flash to Life with Animation

Creating motion in scenes

- Producing movement with Shape and Motion Tweens
- Adding a motion path to control location
- Synchronizing motion with sound

Achieving special effects

- Masking
- Dropshadows
- Explosions
- Silhouette
- Fading between multiple photographs

Building complex animation structures

- Creating nested movie clips
- Developing multiple scenes
- Forming animated buttons
- Animating in 3-D

Additional Animation Techniques

- Saving and reusing Motion Paths
- Utilizing the Motion Editor and masking MovieClips

Developing Interactivity with ActionScript

Core language fundamentals

- Variables
- Objects
- Functions
- Making decisions and iterating through data
- Controlling application navigation

Handling application interaction

- Responding to user requests
- Gathering and validating user input
- Reacting to video and data events

Animating and styling content

- Creating motion without the timeline
- Adding a timed photo fade
- Formatting user interface components with CSS

Connecting to Data Sources

Working with XML

- Reading and parsing XML data with E4X
- Building a user interface with XML data
- Populating content areas

Accessing databases

- Receiving data through server-side scripts
- Populating the user interface with dynamic data
- Storing user input from a Flash application

Enhancing Flash Sites with Video

Encoding video for delivery

- Defining accepted video encoding formats
- Handling standards and bandwidth issues
- Transcoding video with multiple tools

Controlling playback

- Dynamically interacting with video
- Creating a full set of video playback options
- Building and loading video playlists
- Applying closed-captioning to online videos

Serving video content

- Comparing progressive downloading and streaming
- Delivering from a standard web server
- Evaluating alternative open-source servers
- Inserting and reading video cue points

Deploying Flash

Standard delivery methods

- Publishing to the web
- Distributing by physical media

Detecting Flash-capable devices

- Utilizing the SWFObject JavaScript library
- Offering alternative content