

## Flash Level 1

### Course Description

Students will learn the basics of using Flash to create Flash applications for delivery on the Web.

### Prerequisites

Windows Introduction, or equivalent knowledge.

### What Next?

Flash Level 1 is the first course in this series. Flash Level 2, the next course in this series, teaches students how to use more advanced features to be found in Flash.

### Course Content

#### **Unit 1: Getting Started**

- Flash overview
- Creating new documents
- Publishing

#### **Unit 2: Drawing in Flash**

- Bitmap and vector graphics
- Library items
- Flash drawing tools
- Vector paths

#### **Unit 3: Symbols and imported assets**

- Symbols overview
- Importing graphics

#### **Unit 4: Layers and frames**

- Layers
- Timeline basics

#### **Unit 5: Animation**

- Tweens
- Optimizing graphics for animation
- Movie clip animation