

# Introduction to Flash

Learn how to create 2D vector based animations and interactive elements for the web, using Macromedia Flash. This introductory course will teach you how to use the drawing tools, simple animation techniques and how to add interactivity to your animation or Flash web pages using basic ActionScript behaviours.

## *Course aim*

The aim of this course is an introduction to 2D animation, learning the basic principles of 2D animation and interactivity, which can then be used for web and multimedia.

## *Learning outcomes*

- Open, close and save files in the correct format.
- Use Macromedia Flash to illustrate and draw original graphics.
- Create frame by frame animation and motion tweening animation with vector graphics.
- Create shape tweening animation with vector graphics.
- Create interactive buttons.
- Use symbols and the library palette effectively.
- Create simple interactive projects using simple Action Scripting.
- Understand the importance of designing for screen format.

## *What will be covered in the course?*

- Introduction to the Flash workspace—the tool box, stage, panels, property inspector, time line, and menus.
- Using symbols and instances—graphic symbols, button symbols and movie clip symbols.
- Time line and frames—understanding and using the time line and key frames effectively.
- Layers—using layers when creating multiple graphics.
- Tweening—creating a simple animation by motion tweening, using motion guides and shape tweening.
- Interactive buttons—create interactive buttons.
- ActionScript—simple action scripting to add interactivity to animations.

## *Where?*

Level 4, 105 Symonds St, Auckland

## *How do I register?*

Either go to **[www.natcoll.ac.nz](http://www.natcoll.ac.nz)** — where you can enrol online or ring **Natcoll (09) 303 3120** to enrol.