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Macromedia and Adobe Training

**This document contains all the Flash 8 courses:**

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## **Flash 8: Rich Content Creation**

### **Description**

Macromedia Flash 8: Rich Content Creation provides students with no prior Flash experience the knowledge and hands-on practice they need to create rich media containing animation, sound, and video.

### **Audience**

This course is for people new to Flash (or who have used it only to build applications) that want to use it to build rich media applications that effectively use animation, sound, and video.

### **Outline:**

#### **Unit 1: Introducing the Course**

Understanding the course format  
Reviewing the course objectives and prerequisites  
Looking at the course outline

#### **Unit 2: Working in Flash**

Setting Stage dimensions  
Working with panels and panel layouts  
Setting preferences  
Identifying the development cycle  
Publishing a file

#### **Unit 3: Creating and Importing Graphic Assets**

Working with different graphic formats  
Importing bitmap graphics  
Importing vector graphics  
Working with layers and layer folders  
Using the drawing tools  
Using object and merge drawing  
Working with the Color panels  
Creating and using Graphic symbols  
Using the Library panel

## **Unit 4: Using Text Effectively**

- Using the Text tool
- Adding and formatting static text
- Changing font rendering methods
- Adding input text fields
- Embedding fonts in input text fields
- Using font best practices

## **Unit 5: Creating Animations**

- Working with the Timeline
- Using keyframes, blank keyframes, and frames
- Creating motion tweens
- Creating shape tweens
- Creating transition effects
- Using animation best practices

## **Unit 6: Adding ActionScript with Script Assist and Behaviors**

- Using Script Assist
- Adding actions to a frame
- Creating and using Button symbols
- Adding behaviors to a button
- Loading external SWFs

## **Unit 7: Using Moving Clips**

- Creating and using Movie Clip symbols
- Organizing a Movie Clip Timeline
- Using actions to control a Timeline
- Using frame labels
- Responding to user interactions

## **Unit 8: Adding Sound and Video**

- Importing sound
- Changing sound properties
- Adding sound to a Timeline
- Embedding video in a Timeline
- Using the FLVPlayback component

## **Unit 9: Publishing Flash Documents**

Using different publishing formats

Using publishing profiles

Adding Flash Player detection

Publishing for deployment

## **Flash 8: ActionScript**

### **Description**

Macromedia Flash 8: ActionScript provides experienced Flash designers with the knowledge and hands-on practice they need to create dynamically generated event-driven animation and interactive games with Flash. The course teaches fundamental programming techniques. It begins by introducing core concepts including instance names, variables, functions, properties, and methods; then proceeds through conditions, loops, event handling, and animating with ActionScript.

### **Audience**

The desire to learn how to program Flash content using ActionScript.

### **Course Outline**

#### **Unit 1: Introducing the Course**

Understanding the course format  
Reviewing the course objectives and prerequisites  
Looking at the course outline

#### **Unit 2: Controlling Visual Objects with ActionScript**

Using the Actions and Help panels  
Declaring variables and their data types  
Using the trace() function  
Using code hinting  
Assigning instance names and using them to assign runtime property values  
Using the with operator  
Introducing core properties of visual built-in classes: MovieClip, Button, and TextField  
Controlling Button and MovieClip position and visual state  
Controlling TextField content  
Introducing core properties of non-visual built-in classes: Math  
Using mathematical operators  
Understanding data type conversion

### **Unit 3: Using and Writing Functions**

Working with Flash Player global functions  
Converting values returned from functions and assigning them for display  
Writing user defined functions  
Returning, or not returning, data from a function  
Understanding variable scope  
Adding code within a MovieClip symbol's own timeline  
Introducing the this operator  
Understanding object methods  
Introducing core methods of visual built-in classes: MovieClip and TextField  
Controlling the MovieClip playhead within its timeline  
Loading external MovieClip content  
Understanding cross-domain security issues  
Exporting and attaching MovieClip symbol instances at runtime  
Writing and using user defined functions to create visual content  
Understanding depth  
Dynamically referring to instance names and property names at runtime

### **Unit 4: Using Text, Dates, Math, and Paths**

Controlling TextField formatting through code  
Creating and formatting TextFields at runtime  
Using Date objects  
Working with String concatenation  
Generating random numbers and integers using the Math class  
Understanding relative path names  
Controlling nested MovieClip objects

### **Unit 5: Understanding and Handling Events**

Understanding event driven programming  
Working with event handler syntax  
Moving from symbol-based to timeline-based event handling  
Introducing core events of visual built-in classes: Button, MovieClip, and TextField  
Controlling the playhead within an event handler  
Understanding the this keyword inside an event handler  
Creating rollover effects  
Responding to TextField focus events  
Calling a single function from multiple event handlers  
Referring to a parent object from within an event handler

## **Unit 6: Managing Color, Sound, and Data with Built-In Classes**

- Understanding complex (aggregate) variables
- Working with Arrays
- Working with generic Objects
- Transforming MovieClip objects using Transform and ColorTransform objects
- Generating random color transformations
- Using Sound objects
- Creating audio feedback with event-driven sounds linked from the Library

## **Unit 7: Making Decisions and Repeating Yourself**

- Understanding looped code
- Using loops and arrays to attach, name, and control MovieClip objects
- Using loops to create, name, and control TextFields to display data object values
- Understanding conditional code execution
- Surveying the comparison and logical operators
- Using if/else comparison to toggle MovieClip visual states

## **Unit 8: Animating with ActionScript**

- Dragging and dropping a MovieClip object
- Testing for collision between MovieClip objects
- Initializing attached MovieClip objects
- Using the onEnterFrame event handler
- Controlling visual change rate
- Testing and responding to position at runtime

## **Flash 8: Advanced Design**

### **Description**

Macromedia Flash 8: Advanced Design provides Flash designers with prior ActionScript experience the knowledge and hands-on practice they need to build more flexible and dynamic design-based Flash content. This course focuses on teaching students more advanced ActionScript topics that will remove a reliance on Timeline-based visual tools. Students will learn to generate dynamic design and navigation elements that cannot be created without ActionScript

### **Audience**

This course is for Flash designers who have some experience with ActionScript but want to learn more advanced topics and features to enhance their designs.

### **Course Outline**

#### **Unit 1: Introducing the Course**

- Introducing the course
- Understanding the course format
- Discussing the course objectives
- Reviewing the course prerequisites
- Reviewing the course outline

#### **Unit 2: Architecting a Flash Application**

- Architecting with layers
- Architecting with Movie Clips
- Placing code in external ActionScript files
- Introducing object oriented programming concepts
- Working with Flash classes
- Writing methods, functions and event handlers
- Referencing dynamic variables using bracket notation
- Extending the Movie Clip class
- Detecting Movie Clip interactions with hitTest()

### **Unit 3: Working with Graphics**

Learning about Flash drawing models  
Using filters  
Using blends  
Creating filters and blends with ActionScript  
Introducing bitmap caching

### **Unit 4: Importing XML Data**

Learning about XML  
Using XML in Flash  
Accessing XML data  
Looping through XML data

### **Unit 5: Working with Text**

Implementing advanced anti-alias rendering  
Introducing the TextFormat class  
Formatting text with cascading style sheets  
Resizing text fields

### **Unit 6: Implementing Advanced Graphic Loading**

Creating reusable instance-based code  
Loading external media with MovieClipLoader  
Creating instances of the Flash Object class  
Introducing listeners and event handlers  
Understanding the MovieClipLoader event handlers  
Using createEmptyMovieClip() and getNextHighestDepth()  
Attaching Movie Clips  
Positioning visual elements dynamically  
Understanding swapping depths

### **Unit 7: Reviewing Animation Basics with ActionScript**

Creating Timeline-based custom easing  
Animating with ActionScript  
Interacting with the mouse location  
Adding easing via ActionScript  
Creating a mask with ActionScript

## **Unit 8: Learning Advanced Animation with ActionScript**

Introducing the Tween class

Handling Tween class events

Introducing the Transition classes

Using Delegate to create a component listener

## **Unit 9: Styling and Skinning Components**

Styling components

Skinning components with themes

Skinning components manually

## **Flash 8: Video Development**

### **Description**

Macromedia Flash 8: Video Development provides students the knowledge and hands-on practice they need to produce and deliver high-quality Flash Video over the internet using Flash Professional 8. Topics include developing a rich media player using the new Flash Professional 8 pre-built components as well as ActionScript; using high-quality encoding techniques, including the new Flash Video codec enabling the delivery of higher quality video over lower bandwidth connections; creating live video; and exporting the new alpha-channeling and video color filters. This course will focus on delivering the best experience possible with Flash Video, exploring bandwidth scaling, progressive downloading, and streaming with the Flash Media Server and Flash Video Streaming Services.

### **Course Outline**

#### **Unit 1: Introducing the Course**

- Getting familiar with the course methodology and format
- Understanding the course objectives
- Understanding the course prerequisites
- Viewing the course outline

#### **Unit 2: Introducing Flash Video**

- Defining streaming
- Defining digital video
- Understanding key Flash Video concepts
- Looking at the evolution of Flash Video
- Viewing Flash Video market adoption statistics
- Examining the streaming video market
- Identifying key benefits of Flash Video over traditional media
- Introducing the Flash Media Server for streaming video

### **Unit 3: Building a Component Based Media Player**

- Understanding the Flash Video development workflow
- Using the Insert Flash Video command in Dreamweaver 8
- Building a media player with the FLVPlayback component
- Building a media player with FLVPlayback Custom UI components
- Binding playback properties and components
- Building a playlist and video picker
- Skinning FLVPlayback Custom UI components

### **Unit 4: Encoding Flash Video**

- Understanding Flash Video (FLV)
- Introducing CODECs and video encoding
- Converting to FLV using the Flash 8 Video Encoder
- Understanding bandwidth and data rate
- Using advanced encoding settings
- Adding cue points, cropping, and trimming
- Using encoding best practices

### **Unit 5: Delivering Flash Video**

- Understanding video delivery options
- Comparing embedded vs. progressive download
- Streaming Flash Video
- Using Macromedia Flash Video Streaming Services
- Using the Flash Media Server
- Tracking FLV Playback

### **Unit 6: Reviewing ActionScript**

- Reviewing ActionScript basics
- Using Media Component properties
- Using Media Component methods
- Handling Media Component events
- Using ActionScript to control the Media Components

## **Unit 7: Building a Custom Media Player**

Understanding the process for building a custom media player  
Learning the ActionScript required for streaming  
Creating a connection to the server  
Controlling and managing streams  
Introducing and using the embedded Video object  
Adding video playback filters  
Using the Sound class to manage audio  
Listening and responding to stream events

## **Unit 8: Adding Flash Video Effects**

Understanding filters, blends, and masks  
Masking the FLVPlayback component  
Importing alpha channels with video  
Creating a Flash movie that uses video with alpha channels  
Understanding differences between author-time and run-time effects  
Embedding the FLVPlayback component inside a MovieClip  
Using blend modes  
Using ActionScript to apply filters

## **Unit 9: Enhancing the User Experience**

Understanding the importance of the user experience  
Creating auto detection for bandwidth, Flash Player version, and connection speed  
Creating playback controls  
Using full screen playback  
Creating error handling

## **Unit 10: Working with Cue Points and User Accessibility**

Introducing embedded cue points  
Understanding accessibility issues for video playback  
Manipulating cue points with ActionScript  
Adding closed captioning  
Controlling video with keyboard commands

## **Unit 11: Using Live Video**

Introducing live video

Using the live video encoder

Setting the live encoder

Recording a live stream

Playing a live stream

Creating bandwidth strategies