

PhotoshopCafe HOW TO WOW MASTERING FLASH

Summary of Contents

PART 1 - The basics: 4-hours

Chapter 1 - Mastering the Basics

Session 01 : Symbols

See the difference between movie clips, graphics and button symbols.

Session 02 : Frames and Keyframes

The difference between the two and when to use each, as well as quick ways of adding and deleting.

Session 03 : Basic Motion Tween

Change the position and rotation of an object on the stage.

Session 04 : Basic Shape Tween

Learn to make one shape morph into another.

Session 05 : Symbols and Instances

This session explains the difference between Symbols and Instances and shows how to label them.

Session 06 : Nesting Movie Clips

Making a rotating movie clip and placing it inside a moving clip on the timeline. This shows how to build complex animations.

Session 07 : Flash Detection

Detect your visitors version of Flash and send them to a download if they don't have the required version.

Session 08 : Animated Filters

Changing the way filters move over time, creating a realistic shadow under a helicopter as it takes off.

Session 09 : Flash on CD and DVD

Creating multimedia projects with Flash and controlling the screen viewing options.

Chapter 2 - Creating Imagery

Session 10 : Hi-Tech Interface

Add some depth to interfaces by using the vector drawing tools in Flash.

Session 11 : 3D Buttons

Create 3D buttons with gradients and learn how to set them up as basic button symbols.

Session 12 : Thumbnails from Images

Create thumbnails filled with images for galleries, interfaces and buttons using some really great time-saving techniques.

Session 13 : Scan Lines and Patterns

Making those trendy scanlines, diagonal lines and grids in Photoshop and Flash.

Session 14 : Make a Web Banner

Using Flash to convert an animated GIF to a SWF in a Web banner.

Session 15 : Bitmap Caching

Using a new feature in Flash to make complex vectors animate more smoothly.

Chapter 3 - Alive with Motion

Session 16 : Motion Blurred Slide-In

The trendy blurred object slides in and then becomes sharp, adds realism and fluidity to slides.

Session 17 : Animated Page Transitions

Make things shimmer, wipe or fade in, rather than just appear.

Session 18 : Shim of Light on a Logo

Add the moving gleam of light that makes a logo really pop.

Session 19 : Shimmering Metal

Moving highlights to simulate shimmering metal.

Session 20 : Freehand Writing

Looks like someone is really writing on the page.

Session 21 : Motion on a Path

Make an object animate along a path. We will make a fish move in an arc as it jumps out of the water.

Session 22 : Unrolling a Scroll

An animated effect that looks like a scroll being unrolled.

Chapter 4 : Special Effects

Session 23 : Vector Hand Painted Technique

Take a photo and turn it into vector art and learn how to fade it into a real photo.

Session 24 : Morphing an Outline to an Image

This effect can be found on many entertainment sites. An outline is drawn which then fades into a full image.

Session 25 : Creating an Outline the Easy Way

Create an outline easily around a bitmap object.

Session 26 : Optimizing Raster Graphics

Make your images load quickly and reduce the SWF file size substantially.

Session 27 : Animated 3D in Flash

Learn to import art from a 3D animation application into Flash.

Session 28 : Smoke and Steam

Create an effect that mimics moving steam and smoke.

Session 29 : Reflections

See how to add a reflection under your movie clips.

PART 2 - Mastering Flash :5 hours

Chapter 1 : Character Animation

Session 01 : Easing

Learn to make your animations have a natural beginning and ending by using custom easing.

Session 02 : Anticipation

A useful and often necessary animation technique that is easy to learn and will significantly enhance your animation projects.

Session 03 : Squash & Stretch

A traditional animation technique that adds weight and volume to an otherwise rigid object.

Session 04 : Hinging - Free Transform, Scale and Object Positioning

Learn how to "hinge" your character's body parts for easier rotation and positioning.

Chapter 2 : Adding Interactivity

Session 05 : Advanced Buttons

No one uses button symbols anymore. Learn why and create the smoothest buttons in town.

Session 06 : Actionscript

Learn how to write and implement ActionScript (A basic overview of ActionScript).

Session 07 : Custom Animated Preloader

Say goodbye to boring status bars. This session shows how to make really cool preloaders.

Session 08 : Custom Graphic Cursor

Replace the user's cursor with something a lot cooler. See how to attach a movie clip to the mouse movement.

Session 09 : Click and Drag

How to make a movie clip that can be dragged.

Session 10 : Photo Gallery with Thumbnails

Click on thumbnails to load images dynamically from the library. This is easier than you think and offers unmatched flexibility.

Chapter 3 : Navigating with Style

Session 11 : Entire Site in Flash

Build a timeline-based navigation system.

Session 12 : Build a Graphical Shell to Load Pages

Loading external assets (SWF and JPG). This is an essential skill to building an entire site in Flash.

Session 13 : Bringing Things into Focus

Have a few objects out of focus and as you rollover or click they come into focus.

Session 14 : Slide-out Menu

Click a tab and the menu slides out.

Session 15 : Drop-down Menu

Learn to build a popular drop-down menu for sub-navigation.

Chapter 4 : Working with Video & Sound

Session 16 : Keying out Video

Using Adobe After Effects to make the background transparent.

Session 17 : FLV Integration

How to make an FLV from Quicktime, Final Cut or After Effects.

Session 18 : Masked Video with Green Screen

Add video with transparency to a Web page to interact with flash motion. Add video to a portion of a page with transparency, so that the other graphics are visible underneath.

Session 19 : Silhouette Effect

Recreate the effect that Apple used for the iPod commercials.

Session 20 : Vector Video

Make video look like it's a hand-painted animation.

Session 21 : Old Scratched Cinema Effect

Like watching an old movie with all the scratches and dust.

Session 22 : Skinning Components

Change the appearance of video components.

Session 23 : Add Sound to a Button

When you click it makes a noise.

Session 24 : Looping Music with a Mute Button

Add looping music to your page that can be turned on and off by the users.

Chapter 5 : Widgets for Your Use

Session 25 : Variables

How to use Variables as containers.

Session 26 : Buttons that Remember

Adding a visited state to buttons using variables.

Session 27 : Photo Gallery using XML

Configure a photo gallery that loads the images using XML.

Session 28 : Scrolling Dynamic Text

Scrolling text that is loaded in from an external text file that is easy to update without opening Flash.

Session 29 : MP3 Music Player

A music player for Websites, that loads different songs and allows you to play or skip songs.

Session 30 : Email Form

A Form in Flash that invisibly sends an email in the background.