



Create Your Own Animation Cartoon Using Flash

Objective:

To equip students with the skill of animation cartoon using Flash.

Requirement:

Age 11 and above and know how to operate application software such as Microsoft Power Point.

Course Outline

1. Introduction to Flash CS3

- What is Flash

2. The Flash Environment The Flash Workspace

- Customizing the Flash Workspace

3. Flash Fundamentals: The Drawing Tools Shapes in Flash

- **Shape Fundamentals**
- The Line Tool
- The Pen Tool
- The Oval Tool
- The Rectangle Tool
- The Pencil Tool
- The Brush Tool
- The Ink Bottle Tool
- The Paint Bucket Tool
- The Dropper Tool
- The Eraser Tool
- The Zoom Tool
- The Hand Tool

4. Flash Fundamentals: Color

- Color in Flash
- Using the Default, No Color, and Swap Controls
- Managing Color Sets

5. Flash Fundamentals: Using Text

- The Text Tool
- The Character Panel
- The Paragraph Panel
- The Text Options
- Input Text

6. Flash Fundamentals: Using Selections

- Publishing to the Internet: Publish Settings

- Selection Tools
- The Lasso Tool
- The Arrow Tool
- Modifying Shapes with the Arrow Tool
- Using Shapes to Create Other Shapes
- Grouping Shapes
- Using the Subselect Tool
- Changing Color with Selections

7. Flash Fundamentals: Using Timeline

- The Timeline
- Creating Animations with the Timeline
- Movie Properties
- Frame-by-Frame Animation

8. Flash Fundamentals: Motion Tweening

- Motion Tweening
- Using Guides
- Using Edit Multiple Frames
- Using Rotation in Motion Tweening

9. Flash Fundamentals: Shape Tweening

- Shape Tweening
- Blend Type
- Using Shape Hints
- Removing Shape Hints

10. Using Sound

- Sound in Animation
- Importing Sound
- Using Sound in Flash
- The Sound Panel

11. Publishing Flash Movies

- Publishing a Flash Movie