



# UAWEB220: Building Interactive Web Sites 12.12.07 with Adobe Flash CS3

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**Course Title:** UAWEB220: Building Interactive Web Sites with Adobe Flash

**Course Length:** 5 days

**Instructional Methodology:** Instructor led computer lab delivery with structured hands-on activities.

**Prerequisite:** No prior experience with Flash is required, but a basic understanding of Web sites and HTML is needed.

**Course Description:** This course is designed for individuals who want to learn how to create interactive, multi-media Web sites using Flash authoring software. Students will learn to use Flash's tools and features to create and modify graphics, work with imported graphics, incorporate text, and create various types of animations. This class is a must for professional Web designers and developers! This class is part of the **UA Certified Webmaster Program**.

**Course Objectives:**

- Effectively use the Flash authoring environment to build Flash applications.
- Draw and manipulate original and imported vector and bitmap graphics in Flash.
- Effectively use and understand movie clip, graphic, and button symbols.
- Attach basic ActionScript to elements of a Flash project in order to enhance functionality and efficiency.
- Import and utilize audio and video with Flash, and incorporate multi-media into Web sites.
- Work with static, dynamic, and input text fields.
- Understand scenes and frame-based navigation structures of Flash-based Web sites.

### Course Outline

- Introducing Flash
- Introducing the Flash Interface
- Using the Drawing and Color Tools
- Animation Basics
- Using Symbols and Instances
- Filters and Blend Modes
- Motion Tweening
- Working with Bitmaps
- ActionScript Basics and Behaviors
- Working with Text
- Using Sound and Video
- Publishing and Exporting to the Web