Adobe Authorised Training Centre

Introduction to Adobe Flash Lite

media training

enquiries@mediatraining.ltd.uk 020 7359 9855 www.mediatraining.ltd.uk

Course description

This is a comprehensive, practical Adobe authorised course for those who want to create professional, dynamic content for mobile phones and consumer devices. Adobe Flash Lite allows developers with no prior Flash experience to develop content for mobile devices including downloading music, getting maps and directions, navigation systems, photography and creating animations and games specifically designed to take advantage of mobile device capabilities.

Course information

Course duration

Three days

Course cost

Public scheduled course: £650 plus VAT per person.
This course runs as a public scheduled course on a regular basis.
Please call 020 7359 9855 or visit www.mediatraining.ltd.uk for dates.

Private course costs: £1,260 plus VAT for three days of individual tuition.
£1,500 plus VAT for two delegates.
£2,025 plus VAT for three delegates.
Each additional delegate: £375 plus VAT.

Course location

We have two fully equipped training centres in central London; one is in Highbury and Islington (one stop from Kings Cross) and one next to Waterloo station.
We can also run courses onsite at your offices if you prefer.

Pre course requirements

No previous experience of using Adobe Flash is required.

Post training support

The cost of the course includes lunch, course notes to take away, a certificate and six months telephone Helpline support.

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Introduction: working in Flash
- Creating a new mobile device Flash document
- Setting stage dimensions
- Using the Mobile Emulator
- Supported devices
- Identifying the development cycle

Creating/importing graphics
- Different graphic formats
- Layering Flash elements
- Optimising graphics for mobiles

Effective use of text
- Static and dynamic text
- Embedded vs device fonts
- Using anti-aliased text
- Adding Input Text fields
- Font best practice for mobiles

Creating animations
- Using the Timeline
- Frames and keyframes
- Motion tweening
- Motion guide layers
- Shape tweening
- Optimising symbols
- Animation best practice

Using behaviours
- Adding Actions to a frame
- Creating and using button symbols
- Adding behaviours to a button
- Loading external SWFs

Interactive rich media
- Using MovieClip symbols
- Using Actions to control a timeline
- Responding to user actions

Adding sound and video
- Synchronising audio
- Adding sound to a timeline
- Embedding video
- Preparing Device Video content

Dynamic data
- Loading external SWF files
- Dynamic XML data
- Persistent data

Publishing your applications
- Compressing SWF files
- Publishing for deployment
- Installing and testing Flash Lite on a mobile device
- Adobe Flash Lite Exchange

Questions and answers

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