Adobe Authorised Training Centre

Adobe Flash: Advanced Actionscript

media training

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Course description

This Adobe authorised course is for Flash designers with some ActionScript knowledge who wish to use more advanced ActionScript techniques to remove any reliance on timeline based tools and features. This course will enable you to use ActionScript to create dynamic design and navigation elements in Flash that cannot be created any other way.

The course covers advanced techniques for working with graphics and text, methods for advanced graphics loading, using ActionScript to create sophisticated animations, graphical effects and working with XML and cascading style sheets within a Flash environment. The focus of the course is on Class based, external code development. This two day course is designed to enable you to design and produce more sophisticated, responsive and dynamic Flash content.

Course information

Course duration

Two days

Course cost

Public scheduled course: £675 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 £990 plus VAT for two days of individual tuition.
Please call for prices for private groups of two or more.

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

You should have been using Flash to create designs and animations using the timeline for at least a year and have experience of ActionScript equivalent to the Adobe Flash: An Introduction to ActionScript course.

Post training support

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

Follow on courses

Adobe Flash: Video Development, Search Engine Optimisation, Conforming to Accessibility Guidelines.

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DAY ONE

Introduction
- Exploring a finished project
- Reviewing ActionScript 3 fundamentals

ActionScript animation
- File size benefits of scripted animation
- Animation on a straight path
- Animation on a curved path
- Random movement
- Screen wraps
- Removal and regenerations
- Velocity, acceleration and decay
- Cosine, sine and arctangent
- Essential Math equations for animation
- Scripted easing

ActionScript 3 Class Development
- Principles of OOP
- External code vs source code
- The 'empty' package and package paths
- Constructor functions
- Access control modifiers
- Public, internal and private methods and properties
- Local/global variables

Further Class development
- The Document Class
- Creating Custom Classes
- When and what to import
- Inheritance and composition
- Extending MovieClips and Sprite
- Planning and scalability
- Working with multiple Classes
- Understanding compiler errors
- Planning, testing and version control

Questions and answers

DAY TWO

Using XML
- XML basics
- XML with E4X
- Loading XML with URLLoader
- Preloading external data
- Testing
- Handling load errors
- Looping through the XML tree
- Arrays and XML
- Retrieving attributes and data
- Populating dynamic text fields
- Parsing XML data into Flash data
- Working with arrays of objects
- References to external graphics
- Creating XML powered applications

Working with text
- Reviewing the text controls - dynamic, static, input
- TextFormat Class
- Loading CSS
- Formatting text with CSS
- Working with HTML text

Advanced graphic techniques
- Loading JPEG/GIF/PNG and SWF files
- Preloading external graphical content
- Positioning content
- Using addChild and removeChild
- Masking with ActionScript
- Displaying random images
- Dynamic filters and blends
- BitmapData Class effects
- Perlin Noise
- The drawing API
- The Matrix class for gradients
- Dynamic transitions

Questions and answers