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# Outline for

## UCLAE Flash 1: Session #9

TITLE	Working with External Assets
DATE	Thursday 7pm – 10pm, <b>August 21<sup>st</sup></b> , 2008
PREPERATORY READINGS	Text book, Chapters 14 – 16  Flash Video Bit rate calculator – (utility, nothing to read) <a href="http://www.flashsupport.com/books/fvst/files/tools/flv_bitrate.html">http://www.flashsupport.com/books/fvst/files/tools/flv_bitrate.html</a>
INSPIRATION	Flash On: <a href="http://www.adobe.com/flashon/">http://www.adobe.com/flashon/</a>

## INTRODUCTION

- Administrative issues
- Attendance, assignment collection, etc.
- About The Session
  - This session will cover importing external assets into Flash, in particular, bitmap artwork, layered artwork from other programs, sounds, and video. Emphasis will be placed on common real-life tasks, the likes of which you'd find in a production environment.
  - Session time breakdown
    - 30 Minutes – practical quiz
    - ~100 minutes – lecture (boo!)
    - ~50 minutes – hands on (yay!)
  - Practical quizzes will be collected using the drop folders at the 30 minute mark of the class
  - The 100 minutes of lecture and 50 minutes of keyboard time will be interspersed throughout the class, and is approximate. The format of this session is designed to maximize the time students will be able to work with the application.

## CLASS OUTLINE

- 30 Minute Quiz: Practical Quiz
- 40 Minute lecture
  - Importing Bitmaps and bitmap sequences
  - Importing Layered artwork from Photoshop and Illustrator
  - Overview of importing artwork from Fireworks and other applications
- 20 Minutes Hands-on
  - Interactive – practice importing various types of bitmap artwork.
  - Photoshop Documents ( .PSD ), Illustrator Drawings ( .AI ), and flat bitmap images will be provided (but if you have your own files you'd like to work with feel free to bring them in).
- **15 Minute Break**
- 20 Minute lecture
  - Importing Audio
  - Working with Event Sounds
  - Working with Stream Sounds
  - Controlling sound: stop, repeat, and volume/pan
- 10 Minutes Hands-on
  - Interactive - practice importing various audio files and working with audio.
  - Audio files will be provided (however, if you'd like to bring your own, feel free).
- 30 Minute lecture
  - Importing video for steaming or progressive download
  - Importing video for embedding
  - Import Settings / encoding options
  - Working with and controlling embedded video
- 10 Minute lecture
  - The FLV Playback component
- 20 Minutes Hands-on
  - Interactive – practice importing video using various settings
  - Video files, and URLs will be provided