

Macromedia Flash

- 1) Introduction
- 2) Components of the flash window
 - a. Tools
 - b. The Stage (working window)
 - c. Property
 - d. Timeline
 - e. layer
- 3) understanding the tools palate
- 4) Tools panel
 - a. Line,pencil,brush,eraser,oval,Rectangle,
 - b. Ploystar,paint bucket
- 5) Selection
 - a. Selection , subselection
 - b. Select stroke
 - c. Select multiple objects
 - d. Select an object partially
- 6) Ink bottle tool
- 7) Text Tool
- 8) Group/ungroup objects
- 9) Understanding the timeline panel
- 10) Creating KeyFrames
- 11) Object animation using keyframe
- 12) Libray
- 13) Export and import
- 14) ActionScript