

Lesson 1: The Flash Environment

Topic 1A: What is Flash?

Topic 1B: The Flash Work Environment

Lesson 2: Drawing and Painting

Topic 2A: Vector vs. Raster Graphics

Topic 2B: Basic Drawing and Painting Tools

Topic 2C: Creating Custom Colors, Gradients, and Line Styles

Lesson 3: Manipulating Objects

Topic 3A: Selecting Objects

Topic 3B: Object Interaction

Topic 3C: Transforming and Grouping Objects

Topic 3D: Bitmap Images

Lesson 4: Working with Text

Topic 4A: Text Blocks

Topic 4B: Converting Text into Shapes

Lesson 5: Multiple Layers in a Movie

Topic 5A: Creating and Managing Multiple Layers

Topic 5B: Mask Layers

Topic 5C: Aligning Objects

Lesson 6: Creating Animation

Topic 6A: Frame-by-Frame Animation

Topic 6B: Shape-Tweened Animation

Topic 6C: Motion-Tweened Animation

Topic 6D: Guide Layers

Topic 6E: Mask Animations

Lesson 7: Publishing Your Flash Movie

Topic 7A: Selecting Your Publishing Settings

Topic 7B: Previewing and Publishing Files