



Flash MX

Duration : 30 Hours (Flexible)	Course Fees and Start Dates
Maximum Class Size : 8 <u>Students</u>	For the latest <u>start dates</u> and <u>course fees</u> visit www.edenhousecomputing.co.uk

This series provides a practical guide for using Macromedia Flash MX to create animations and interactive Web sites. The Flash MX series presents information for intermediate and advanced media designers and developers who want to learn the latest techniques for animating graphics and enhancing visual media with sound and music. Topics covered include: Drawing tools, design concepts, animation techniques, text and forms in animation, compound objects, scenes, timelines, layers, filters, and masks. One full course in this series is devoted to the incorporation of sound and music into Flash movies. Each topic covered includes tips and techniques for maximizing the effectiveness of Flash MX when viewed on the Web.

- Great for your CV
- Ideal for Office Staff
- Maximum Class Size: 8 Students
- Course Duration: 30 Hours (Flexi-Time)
- This course is [Tutor Supported Interactive Session](#)
- Create your own timetable by choosing to attend any number of sessions per week until you have used up your 30 hours
- We have three daytime class time to choose from: Morning, Lunchtime or Afternoon. Each class is 3 hours in duration.

	Mon	Tue	Wed	Thu	Fri
09:00 - 12:00					
12:00 - 15:00					
15:00 - 18:00					

Flash MX — £150

For upcoming dates see www.edenhousecomputing.co.uk

To book your place, please contact us on ecd1@edenhouse.co.uk or call 0845 643 9 346



Flash MX

Flash MX/CS teaches learners how to create animated web graphics and movies from scratch. Learners will be able to apply their knowledge to the creation of both dynamic and interactive Web graphics and applications.

Programme Developed For

This series is for anyone who would like to create web animations using Flash MX/CS.

Prerequisites

A basic knowledge of using a personal computer in the Windows environment is an essential prerequisite for this course.

- A reasonable degree of keyboard proficiency
- Experience in using a mouse

Programme Focus

- Using the Interface and Importing Graphics
- Drawing, Painting, and Using the Library
- Creating Animation
- Using Shape Tween and Timeline Effects
- Using Sound and Layers
- Adding Symbol and Buttons
- Action Script, Behaviours, and Publishing

Certification and Further Progression

Participation Certificate or Adobe Certification