Creating a Featurette Using Flash 8 **(Outline)**

1. Overview
   a. What's Flash & what's possible
   b. How it works on the web
   c. What we'll be learning
      •The Flash Tools and Interface
      •Symbols
      •Attributes, Tweening & Animation
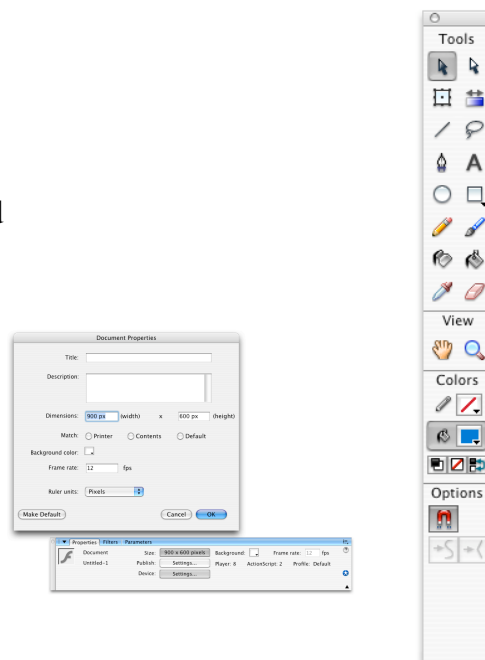   •Basic Actionscripting
      •Exporting / Uploading

2. Gathering and importing content
   a. Getting inspired
      > *Using Google for 'filler' images*
   b. Importing & pasting a file
      > *Import background & first hero*
         •The library / keeping organized
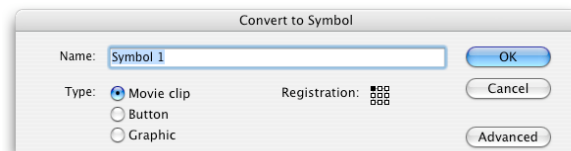   >*Rename the files / and add folders*

3. Working the interface
   a. Getting familiar with the tools
      >*Draw basic shapes, with colors*
      >*Use transform attribute tool*
      > *Layout the stage*
   b. The stage & attributes
      >*Move objects around stage*
   c. Layers and masks
   d. Timeline / Scenes

4. All about the magic of symbols
   a. Graphics
   b. Movie clips
      > *Nesting a movie clip*
      > *Why not use "group"?*
   c. Buttons

5. The timeline
   a. How animation works in Flash
      > *Keyframes / Attributes / Playhead*
      > *Do's and Don't's*
      > *Effects / Tints / Alpha*
      > *Labeling a frame*

6. Adding more interactivity
        a. Button behaviors…clicks / rollovers
        b. Adding a URL to a button
        c. Directing the playhead to another frame

7. Final touches
        a. Adding sounds
            > Importing a sound to the library
        b. Fun interactive elements
            >Falling leaves

8. Getting ready for the web
        a. Publish settings dialog box
        b. Looking at the code
        c. Uploading the files