



Web Page Design with Dreamweaver and Flash

Course Duration:

14 Hours / 2 Days

Part 1: Adobe Dreamweaver

1. **Adding Interactivity**
 - Learning about Dreamweaver behaviors
 - Learning about XML data
 - Importing XML data with Spry
 - Creating Spry Accordions
 - Adding a Spry Accordion
 - Adding additional panels
2. **Creating a Page Layout**
 - Creating layout styled elements
 - Creating the page and defining the body tag
 - Defining the outer wrapper
 - Setting up the primary divisions
3. **Working with Flash**
 - Adding a Flash movie to a page
 - Adding Flash video to a page
4. **Increasing Productivity**
 - Creating a template
 - Inserting editable regions
 - Updating a template
 - Producing child pages
 - Using Library items
 - Using server-side includes
5. **Publishing to the Web**
 - Defining a remote site

Part 2: Adobe Flash

1. **Getting a Quick Start**
 - Getting to Know the Work Area
 - About the Stage
 - Working with the Library Panel
 - Importing an Item to the Library Panel
 - Understanding the Timeline
 - Renaming a Layer
 - Adding a Layer
 - Working with Layers
 - Inserting Frames
 - Creating a Keyframe
 - Moving a Keyframe
 - Using the Property Inspector
 - Using the Tools Panel
 - Previewing Your Movie
 - Publishing Your Movie
 2. **Working with Graphics**
 - Getting Started
 - Understanding Strokes and Fills
 - Creating Rectangles
 - Adding a Bitmap Fill
 - Specifying Stroke Properties
 - Modifying Objects
 - Using a Gradient Fill
 - Customizing Gradient Transitions
 - Using the Gradient Transform Tool
 - Making Selections
 - Selecting Sections of a Fill and Grouping Objects
 - Using the Lasso Tool
 - Drawing Ovals
 - Making Patterns
 - Using the Deco Tool
 - Aligning Objects
 - Breaking Apart and Grouping Objects
 - Creating Curves
 - Editing Curves with the Selection and Subselection Tools
 - Creating Transparencies
 - Creating and Editing Text
 - Hyperlinking Text
 - Adding Special Effects with Filters
3. **Importing Files and Creating Symbol**
 - Getting Started
 - Importing Illustrator Files
 - About Symbols
 - Creating Symbols
 - Importing Photoshop Files
 - Editing and Managing Symbols
 - Changing the Size and Position of Instances
 - Changing the Color Effect of Instances
 - Understanding Blend Effects
 - Applying Filters for Special Effects
 - Positioning in 3D Space
 4. **Working with Navigation**
 - Linking to internal site
 - Setting up e-mail links
 5. **Working with Videos**
 - Adding Flash video
 - Changing Skin
 6. **Publishing to the Web**
 - Upload all related files