

Computer Animation

Macromedia Flash MX2004

Part 2

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Please hand this booklet back to me at the end of each session.

HOW TO USE THIS GUIDE

This guide is divided into several tutorials, each dealing with an aspect of the programme.

Students may wish to explore the more advanced chapters in accordance with their learning preferences outside course hours, or within the workshop time set for the course.

The guide should be used as a reference point to recap on the topics learned during each tutorial. This may be especially useful for students who miss a Tutorial, or who prefer to explore the topic information in their own time. As teaching delivery often exceeds or does not fully cover the objectives set for each individual Tutorial, this should not be relied upon as a definitive course structure however and it is not the intention of the author that it be viewed as such.

This guide does not cover all aspects of the programme in great depth; this is for both copyright and economic reasons. Students are therefore advised to make notes both on the taught topics and from their own experiences.

In both the teaching and within this guide, the instructions for pathways in the programme will be given as:

(Example)

Modify > Document

This shows the pathway to a specific command.

If you require further information on a particular tool then take a look at Flash's excellent in built help facility. You can access this by:

Help > Using Flash

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