

CHAPTER 1

Introduction to Flash MX Tutorial

This tutorial guides you through the process of creating a compelling Web experience with Macromedia Flash MX. By completing the tutorial, you'll learn how to design a movie, from opening a new document to publishing the movie for Web playback. The tutorial takes approximately three hours to complete, depending on your experience, and will teach you how to do the following tasks:

- Analyze a completed movie
- Define document properties and create a gradient
- Create and mask vector art
- Tween bitmap effects within a movie clip
- Load dynamic text
- Modify buttons and add navigation
- Add streaming and event sounds
- Test and publish the movie

We recommend that you complete the eight sections that comprise the tutorial in sequence, although you may choose to review only the sections that interest you. If you do complete the tutorial out of sequence, keep in mind that later sections assume you've mastered skills introduced in earlier sections.

What you should know

Before taking the tutorial, complete the seven lessons found in Flash Help. These interactive lessons created in Flash introduce you to the concepts you need to know to complete the tutorial. Lesson topics include the following:

- Getting Started with Flash MX
- Illustrating in Flash
- Adding and Editing Text
- Creating and Editing Symbols
- Understanding Layers
- Creating Buttons
- Creating Tweened Animation

To take a lesson, choose Help > Lessons, then select from the list.