

Flash of Flash
Course Number H79.2714
Veronique Brossier
Friday 3:30-6 pm

This course is an introduction to ActionScript 3 as an object oriented language and the tools used (Flash, Flex, AIR) to develop applications running into the Flash player with a particular focus on its creative potential. The approach is to develop a complete application every class from concept to developing and testing. Topics include user interaction and the concept of events and listeners, animation and sprite manipulation, audio, video and use of Adobe components, dynamic data support and the net and xml packages, text manipulation and the text engine.

January 23 - Introduction to the flash environment, importing graphics, using the timeline and the library. Object Oriented programming: class, object, package. Setting up class paths. Creating a simple application and how to debug.

January 30 - User interaction: make objects respond to the mouse event or the key event. Introduction to the concept of event broadcaster and listener. Add and remove listeners.
flash.events, flash.display

February 6 - Introduction to the displayList. Sprite manipulation and animation. OnEnterFrame event, Timer. Some trigonometry.
flash.utils, Math

February 13 - The Sound object. The video component. Embedded and steaming video.
flash.media

February 20 - The XMLDocument, URLRequest and URLVariables objects. The XML structure, parsing and creating XML.
flash.net, flash.xml

February 27 - Text manipulation and text engine.
flash.text

March 27 - Final projects presentation
Choose of the projects you previously created and fully develop it.