

MULTIMEDIA AND ANIMATION



CURRICULUM

» HTML

» Document Overview

- The Structure Tags
- Components of the HTML Code
- Getting Started With HTML
- Writing the Code

» Head Elements

- HTML Tags
- HEAD Tags
- Title Tags
- Body Tag
- Displaying a web page in a web Browser

» Block Oriented Elements

- Defining Paragraphs and new Lines
- Inserting Spaces
- Perforating the Text
- FONT Tag
- Changing Background Colour

» List

- Ordered List
- Unordered List
- Definition List

» Attributes of List

- Using Type attribute with Unordered list
- Using Stat attribute with Ordered List
- Some other elements
- Visual Markup

» Uniform Resource Locators

- Types of URLs
- Absolute URLs
- Relative URLs
- Document-Relative URLs
- Server-relative URLs

» Hypertext Links

- Why links fail?

» Images

- Adding Images
- Adding Border to an image

» Tables

- Adding Border to a Table
- Apply Formatting Features to Table
- Spanning Columns and Rows
- Align Data in Table

» Frames

» Forms

- CGI Script
- Creating a Form

» Adding Special Characters

» Introduction to style Sheets

- How style sheets work
- Style Sheet Structure

» Changing the Background

- Changing the color of the text
- Changing the front

- Changing the Indent of the text
- Changing the Line Spacing
- Hide a Style Sheet

» **Creating Style Classes**

- Div
- Span
- Frame
- Layer
- Meta

» **Add Audio and Video in Web Page**

- Audio in Web Page
- Video

Exercise

» **Dreamweaver MX**

Chapter 1:

» **Introduction to Dreamweaver MX**

- The Designer Workspace
- The Code Workspace
- Introduction to Panels and Toolbars
- Defining a Local Site
- Managing Site Info
- Viewing the code Inspector
- Exercise

Chapter 2:

» **Designing Your Page**

- Setting Page Properties
- Inserting Text and Setting Their Properties
- Inserting Images
- Inserting a Horizontal Rule
- Inserting Email Link
- Insetting Special Characters
- Spell Checking
- Saving the File
- Saving and Previewing the Files
- Exercise

Chapter 3:

» **Introducing Tables**

- Fundamentals of HTML Tables
- Inserting Tables in Dreamweaver

- Selecting Table Properties
- Nested Tables
- Exercise

Chapter 4:

» **Working with Anchors**

- Creating a Named Anchor
- Linking a Named Anchor Externally
- Linking a Named Anchor Internally
- Exercise

Chapter 5:

» **Introducing Framesets**

- Creating Frames and Framesets
- Predefined Frameset
- Create a Predefined Frameset
- Designing a Frameset
- Setting Framework Properties
- Setting a Title
- Insert Content into Frames
- Saving Frame and Frameset Files
- Saving a Frameset
- Saving a Document that Appears in a Frame
- Nested framesets
- Selecting Frame in the Frames Panel
- Selecting Frameset in the Frames Panel
- Exercise

Chapter 6:

» **All about Layers**

- Drawing a Single Layer
- Setting Layer Properties
- Adding Elements into Layers
- Saving the Document
- Conversion between Layers and Tables
- Exercise

Chapter 7:

» **Style Sheets**

- Style Sheets
- External style sheets
- Internal Style sheets
- Embedded style rules
- Styles and their Attributes
- Type Category

- Background Category
- Block Category
- Box Category
- Border Category
- Positioning Category
- Extensions Category
- Creating HTML Style Sheet
- Creating a Style Sheet
- Creating External Style Sheet
- Linking to an External Style Sheet
- Defining Style Sheet in a Document
- Exercise

Chapter 8:

» Forms at a Glance

- Inserting a Form
- Forms Panel in the Insert bar
- Form Objects
- Using Text Fields
- CheckBoxes, Radio Buttons and Radio
- Groups
- Setting the Form Using Tables
- Exercise

Chapter 9:

» Behaviors

- Using the Behaviors Panel
- Using Some Standard Behavior
- Call JavaScript
- Change Property
- Go to URL
- Check Plugin
- Control Shockwave or Flash
- Drag Layer
- Open Browser Window
- Popup Message
- Show-Hide Layers
- Inserting Rollover Images
- Creating a Rollover Image
- Inserting Navigation Bar
- Inserting a Navigation Bar
- Exercise

Chapter 10:

» Media Elements

- Inserting Media Elements

- Creating Flash buttons
- Media Element Properties
- Commands Menu
- Creating a Command
- Templates
- Creating a Template
- Inserting an Editable Regions
- Inserting an Editable Template Region
- Selecting Editable Regions
- Removing an Editable Region
- Locked Region
- Repeating Region
- Optional Region
- Applying a Template
- Nested Templates
- Exercise

Flash

Chapter 1:

» Introduction to Flash 8

- Stating Flash 8
- Flash 8 Workspace
- The Stage
- Tools
- The Selection Tool
- Using the Selection Tool to reshape objects
- The Sub selection Tool
- The Free Transform Tool
- The Gradient Transform Tool
- Drawing Straight Lines with Line Tool
- The Lasso Tool
- The Pen Tool
- Setting Pen Tool Preferences
- Creating a Straight Line Path
- Creating a Curved Path
- Modifying paths created with Pen tools
- The Text Tool
- Drawing Oval and Circles with the Oval
- The Pencil Tool
- Painting with the Brush Tool
- Fills and Outlines
- Using the Property Inspector to set the fill and outline attributes
- Using the tools to Modify the Fill and Stroke
- The Paint Bucket Tool

- Zooming
- Zooming using the Zoom Tool
- Timeline
- Layers in Flash
- The Properties of layer
- Insert LayerCreating a Layer
- Deleting a Layer
- Insert a Layer Folders
- The Property Inspector
- Alignment Panel
- Applying Locked Gradient as a Fill
- Info Panel
- Transform Panel
- Library Panel
- Exercise

Chapter 2:

» File Management

- Open a New File
- Save a File
- Save as Template
- Import
- Export Movie and Export Image
- Export Image
- Publishing a Flash Movie
- Publish
- Publish Setting
- The Concept of Convert the Bitmap to a vector art with Trace Bitmap
- Combine Objects
- Exercise

Chapter 3:

» Concept of Animation

- Animation
- Persistence of Vision
- Concept of Story Boarding
- The Concept of Frame-by-Frame Animation
- The Key Frame, Static Frame and Blank Key Frame
- Inserting Frames, Keyframes of Blank frames
- Deleting Frames
- Deleting Key Frames
- The Concept of FPS (Frames Per Second)

- NTSC
- PAL
- The Concept of Tweening Animation
- The use of Shape Tweening Animation
- Shape Tweening Text
- Animating Gradient Colors
- The Movement of Gradient Color with the help of Gradient Transform Tool
- Shape Hint
- Shape Tween Properties
- Ease Setting
- Blend Setting
- The use of Break Apart
- Distribute to Layers
- Exercise

Chapter 4:

» All About Symbols and Library

- Creating Symbols
- Converting an Existing Object into a Symbol
- Creating a New Symbol
- Editing Symbols
- Edit in Symbol-Editing Mode
- Edit in Place
- Edit in a New Window
- Modifying the Symbol properties
- Modifying the Instance of a Symbol Color
- Using the Library
- Working with Folders in the Library Panel
- Sorting Items in the Library Panel
- Deleting Items in Library Panel
- Adding Front Symbol in the Library Panel
- Adding Video in the Library Panel
- Motion Tween with Change of Position, Rotation, and Scale
- Rotating Objects
- Working with the Custom Ease In / Ease Out Feature
- Moving an Object along a defined path using Motion Guide
- Creating Masking Effects
- Moving a text using Motion Tweening

- Adding Sound Overview
- Importing Sounds
- Adding Sound to a Movie
- Exercise

Chapter 5:

» Character Animation

- Timeline effect
- Working with Time Effects in the
- Transform / Transition Categories
- Working with Timeline Effects in the
- Assistant category
- Working with Timeline Effects in the
- Effects Category
- Using the Drop Shadow Effect
- Filter
- Exercise

Chapter 6:

» The Concept of Button

- Creating a Button
- The Concept of creating a Project
- How to optimize the Flash Project?
- The Concept of Steaming
- Scene
- Create Projects in Different Scenes
- Motion Tweening
- Motion Guide
- Motion Tweening Text
- Creating Masking Effect
- Onion Skin
- Exercise

Chapter 7:

» The Concept of Action Script

- The Concept of ActionScript
- Modes of ActionScript
- The Concept of Apply action on Frame,
- Button and Movie-Clip
- The Concept of Action
- The Concept of Event
- How Are Events Responsible for the
- Execution of an Action?
- Basic Action
- FS Command
- The Concept of a Variable
- Load Movie
- Navigate TOURL Function
- Start Drag and Stop Drag
- Removing a Movie Clip
- Concept of Object
- Flash Shortcut Keys



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