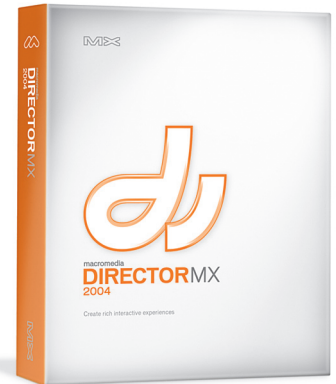




# Macromedia Director MX 2004

Duration: 3 days



**Course Synopsis:**

Director MX 2004 is a multimedia application that combines graphics, sound, animation, text, and video to create streaming, multiuser, interactive Web content that is easy to deploy for CD-, DVD-ROM, and the Web. This intensive three-day course introduces you to the major features of Director MX 2004 and guides you step-by-step through the development of several real-world projects.

**Who Should Attend:**

Multimedia developers, graphic artists, instructional designers, illustrators, Webmasters, and anyone who needs an essential understanding of multimedia. Experienced users will also benefit from the many tips and tricks and special exercises.

**Prerequisites:**

Because of the amount of material we cover in class, we do require students to be comfortable using a mouse, opening and saving files, and the general operations of computers. While we will make every reasonable effort to help, students with insufficient skills may be required to observe the class lessons or do their best to keep up without slowing down the rest of the class. We highly recommend working with the application tutorial before coming to the course.

**What You Will Learn:**

- Create, import, and sequence media elements
- Screen transitions
- Animate media elements
- Interactive navigation for presentations
- Shockwave for movies for the Web
- Lingo
- Link to the Internet
- Incorporate graphics, sound and text
- Film loop animations
- Feedback buttons
- Effects with Alpha Channel support
- Databases
- Create hypertext

**Time:**

Class time is 9:00 a.m.- 4:00 p.m. Breaks are scheduled throughout the day and lunch is typically scheduled 12-1. Students provide their own lunch.

**Course Materials:**

Course materials are provided. Our goal is to make sure your class meets your objectives, not ours. Therefore, all of our outlines are treated as guides to help steer the workshop. We may change or alter course topics to best suit the classroom situation.

**Locations:**

We have company-operated facilities in Atlanta, Chicago, San Diego and New Orleans. We also work with a network of rental facilities to offer our classes regularly across the United States and in Canada. Please double-check the location of your class with our office to make sure you get to the right location.

**Related Courses:**

We recommend the following courses that relate to this class: Macromedia Dreamweaver, Fireworks, Flash and Freehand; Adobe Photoshop and Premiere. Please take a look at our other course outlines at our web site, <http://www.ledet.com>.

**Goals:**

Sterling Ledet and Associates realizes the importance of education and we take pride in being able to offer you classes that are more custom fit to your needs. Call us at (770) 414-5007 if you have any special questions or e-mail us at [sales@ledet.com](mailto:sales@ledet.com).

**Registration:**

Please fill out our registration form and fax it to us at (312) 896-9094.

URL: <http://www.ledet.com> • Local: (770) 414-5007 • Toll Free: 1-877-819-COOL



# Macromedia Director MX 2004

## LESSON PLANS

### LESSON 1

#### Director Basics

- The Director environment
- Using the Help system
- Creating a new movie
- Importing an image
- Adding Sprites to the Stage
- Creating Text Cast Members
- Changing the color of Cast Members
- Adding Sprites to the Score
- Making changes to multiple Sprites
- Sequencing Sprites
- Playing a movie

### LESSON 2

#### Animated Bullet Lists

- Adding text Cast Members
- Using the Paint Window
- Placing Sprites in the Score
- Positioning Sprites on the Stage
- Positioning Sprites on the Stage
- Aligning Sprites with the Align Panel
- Naming Cast members
- Animating Text Using Keyframes
- Repeating the Animation Process
- Aligning Sprites Using the Sprite Inspector

### LESSON 3

#### Reversing Animations

- Setting the Stage Color and Movie Tempo
- Importing Media Elements into the Cast
- Using Ink Effects on the Background Image
- Animating a Graphic Image
- Reversing Animations

### LESSON 4

#### Transitions, Sounds, and Video

- Setting Registration Points
- Exchanging Cast Members
- Using a Screen Transition
- Adding Sounds to the Score
- Adding Digital Video

### LESSON 5

#### Adding Interactivity

- Building a Menu Screen
- Writing a Lingo Script
- Creating a Destination Screen
- Adding Markers for Navigation
- Creating Navigation Scripts
- Creating a Projector

### LESSON 6

#### More Animation Techniques

- Setting Movie Properties
- Setting Keyframes
- Creating a Circular Path Animation
- Animating with Real-Time Recording

### LESSON 7

#### Keyframes and Layers

- Creating a Custom Stage
- Importing the Media
- Setting the Movie Tempo
- Placing the Graphics on the Stage
- Copying Sprites to a New Location
- Creating the Animation with Keyframes
- Playing Selected Frames Only
- Finishing the Basic Animation
- Layering the Sprites
- Exchanging Cast Members
- Adding Background Music

### LESSON 8

#### Film Loops and Buttons

- Exchanging Cast Members
- Creating a Film Loop
- Creating Key Frames with a Film Loop
- Layering the Sprites
- Reversing an Animation
- Creating Buttons
- Adding Interactivity with the BehaviorInspector
- Adding a Second Button
- Creating a Behavior to Pause the Movie

### LESSON 9

#### Built-in Behaviors

- Placing the Graphics
- Adding Behaviors
- Using the Behavior Inspector
- Modifying Behaviors

### LESSON 10

#### Custom Cursors

- Changing a Cursor
- Sprite Bounding Areas
- Changing the Sprite
- Making a New and Animated Cursor
- Applying the Cursor
- Modifying the Frame Rate

### LESSON 11

#### Alpha Channels

- Defining the Alpha Channel
- Creating the Basic Animation
- Applying Different Inks
- Creating an Alpha Mask
- Layering the Mask



# Macromedia Director MX 2004

## LESSON PLANS

### LESSON 12

Sprite Properties and Palettes

- Importing Media Elements
- Setting a Movie's Stage Size, BackgroundColor, and Default Palette
- Setting Cast and Sprite Preferences
- Organizing the Cast
- Setting the Location of a Sprite
- Snapping to the Grid
- Creating a Behavior for Navigational Elements
- Reducing the File Size of a Bitmap
- Finding an Index Color Number
- Modifying Sprite Properties
- Adding a Background Sound

### LESSON 13

**Markers and Navigation**

- Inserting Markers
- Building a Destination Screen
- Exchanging Cast Members
- Navigating to a Marker
- Looping on a Frame
- Using Relative Markers
- Simplifying Scripts Using Relative Markers

### LESSON 14

**Color Cycling and Blends**

- Adding a Marker for the Closing Sequence
  - Changing the Background Transparent Color
  - Animating with Color Cycling
  - Tweening a Blend of Sprites
  - Setting a Gradient
  - Cycling Gradient Colors
- LESSON 15 Shockwave for Director
- Obtaining Shockwave Plug-Ins and the Browser Software
  - Creating and Playing a Shockwave Movie
  - Preparing a Movie for Streaming Shockwave randomness, direction, etc.

### LESSON 15

**Shockwave for Director**

- Obtaining Shockwave Plug-Ins and the Browser Software
- Creating and Playing a Shockwave Movie
- Preparing a Movie for Streaming Shockwave randomness, direction, etc.