

Quark Interactive Designer

Course Length: 1.0 day

Course Description

Quark Interactive Designer, allows you to create vibrant, interactive SWF projects, complete with sounds, movies, and animation, without having to learn a programming language. Interactive Designer uses a similar interface to Quark's Print and Web layout.

Target Delegates:

This course is intended for individuals who want to develop interactive animation for use on the web and CD. Target customers are advertising agencies, marketing agencies, production houses, repro and print companies.

Prerequisites:

Before taking this course, Delegates should be familiar with the basic functions of their computer's operating system. They should also have a working knowledge of Quark Xpress.

Performance-Based Objectives

Upon successful completion of this course, Delegates will be able to:

- create interactive layouts
- create objects for SWF, video, animation and buttons
- configure text boxes
- add transitions to a project
- add actions
- add scripts
- add expressions

T R A I N I N G

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Course Content:

Lesson 1: Understanding Interactive Layouts

Topic 1A: What are Objects, events, and actions?

Topic 1B: What types of objects are there?

Topic 1C: What types of Interactive layouts are there?

Lesson 2: Creating Building Blocks

Topic 2A: Creating an Object

Topic 2B: Configuring an SWF object

Topic 2C: Configuring a Video object

Lesson 3: Working with Animation objects

Topic 3A: Working with Button objects

Topic 3B: Working with Menus

Topic 3C: Configuring a Text Box object

Topic 3D: Working with Transitions

Topic 3E: Working with Pages

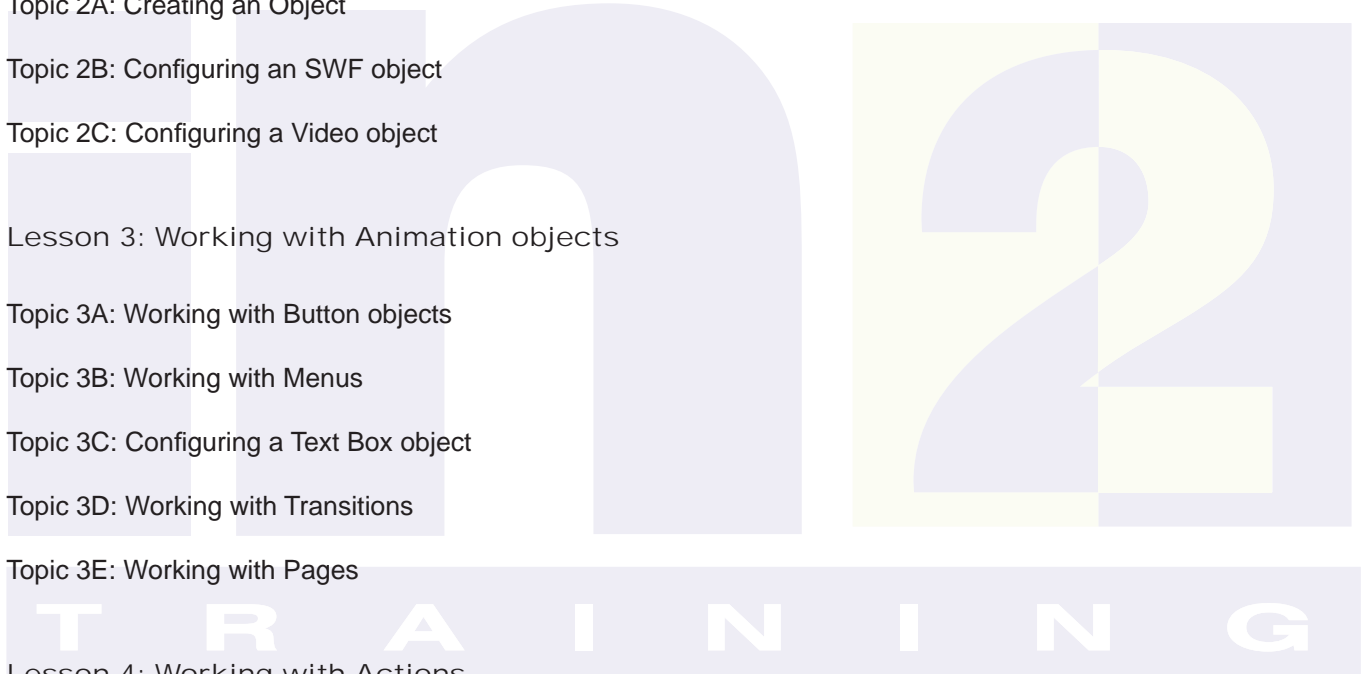
Lesson 4: Working with Actions

Topic 4A: Assigning actions

Topic 4B: Working with Events

Topic 4C: Choosing a user event

Topic 4D: Configuring user events



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Lesson 5: Working with Scripts

Topic 5A: Creating a Script

Topic 5B: Using conditional statements

Topic 5C: Running a Script

Topic 5D: Exporting and Importing Scripts

Lesson 6: Working with Expressions

Topic 6A: Understanding expressions

Topic 6B: Parameters, Variables, Operators, Functions, Objects

Topic 6C: Assigning a value to a variable

Lesson 7: Previewing and Exporting

Topic 7A: Previewing a Presentation Layout

Topic 7B: Checking interactive object usage

Topic 7C: Exporting a Presentation layout

