Flash Work Flow: Designer’s Perspective

1. Gather raw assets
2. Organize, refine, and repurpose assets (sometimes using Flash itself)
3. Create and/or modify Flash document (FLA)
4. Lay out content displays: slideshows, embedded video, controls
5. Define reusable objects: symbols
6. Define application: prospectus, specification
7. Lay out navigational displays: menus, buttons, visuals
8. Test the “movie”
10. Build tweened animations
11. Assign behaviors
12. Critique, refine, modify

Create final SWF movie, possibly HTML holder.