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Critically-acclaimed training includes interactive video and a printed guide to teach the basics of Flash - now fully revised for CS5 •

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- video2brain is one of the world's leading producers of video training and have been commissioned by Adobe to create videos for Adobe TV. This innovative product from Adobe Press combines interactive video and a printed

reference to teach the fundamentals of Flash Professional CS5 as well as the basic principles of rich media design. Structured around the objectives of the 'Rich Media Communication using Adobe Flash CS5' exam at the Adobe Certified Associate level, this Adobe-approved product teaches how to create animations and well-designed interactive Web pages using rich media with Flash. Experienced instructors present 18 hours of video, complete with lesson files, assessment quizzes and review materials. The video is wrapped in a unique interface that allows the viewer to jump to any topic and also bookmark individual sections for later review. The unique Watch-and-Work mode shrinks the video into a small window to allow the student to work alongside in Flash. Project files used in the lessons are included on the disc so viewers can practice what they've learned, and interactive review questions help reinforce freshly gained knowledge. The DVD-ROM is bundled with a printed book that provides supplemental material to enhance the video training. Selected videos can be downloaded for viewing on iPhones, iPods, and other compatible mobile devices. The definitive guide to creating animation for the web and mobile devices with top animation designer Chris Georgenes and designer/developer Justin

Putney. They reveal how to create and successfully animate characters in Adobe Flash Professional CS5 and how to push the limits of timeline animation with stunning visual effects using ActionScript® 3.0. This Studio Techniques book is designed for intermediate or advanced users who understand the basics of Flash and want to create a more immersive interactive experience. The book includes coverage of storyboarding, 2D character design and rigging, character animation, visual FX with code, workflow automation, and publishing your animation on the web and to mobile devices. Author Bios: Chris Georgenes is a highly respected authority on Flash and animation. He has used Flash professionally for more than a decade and is the proprietor of Mudbubble.com, a web animation studio. He has worked as an Art Director for Playdom and Acclaim Games as well as for clients ranging from the Cartoon Network and Dreamworks, to Comedy Central and Shockwave.com. Chris is a popular speaker at such conferences as Flash in the Can, Flash on Tap, FlashForward, and Adobe MAX. Justin Putney is a freelance designer, developer, and consultant, and he produces animations for his studio, Ajar Productions. Justin has created dozens of free Flash extensions and scripts for other Adobe applications that are used by animators and designers around the globe. See his animation work, tutorials, and extensions at blog.ajarproductions.com, and his portfolio at putney.ajarproductions.com. Note from the

publisher: FREE Adobe Flash Professional CS5.5 updates are available for this title. Simply register your product at www.peachpit.com/register and you will receive the updates when they become available. A guide to Flash Professional CS5 covers advanced techniques of animation, using ActionScript, transforming graphics and sound, working with information, and managing content. The fastest, easiest, most comprehensive way to learn ActionScript® 3.0 for Adobe Flash CS4 Professional ActionScript® 3.0 for Adobe Flash CS4 Professional Classroom in a Book contains 14 lessons. The book covers the basics of learning ActionScript and provides countless tips and techniques to help you become more productive. You can follow the book from start to finish or choose only those lessons that interest you. Learn to add interactivity to Flash files using ActionScript 3.0: Control timelines and animation, write event-handling functions, and control loading of and interaction with data, text, video, sound, and images. “The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.” —Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and

easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: · If you are able to search the book, search for "Where are the lesson files?" · Go to the very last page of the book and scroll backwards. · You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. · Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear. Need answers quickly? Adobe Flash Professional CS5 on Demand provides those answers in a visual step-by-step format. We will show you exactly what to do through lots of full color illustrations and easy-to-follow instructions. Includes Workshops ACE Exam Objectives More than 600 Essential Flash Professional CS5 Tasks Inside the Book · Improve publishing and productivity with the CS5 interface · Browse, organize, and process files using Adobe Bridge and Mini Bridge · Import Photoshop and Illustrator files directly into Flash · Keep track of the changes in Flash

on a per-object basis • Quickly create animation with motion tweens • Use advanced text options to control flow and format • Create more compelling designs with built-in filter effects and gradients • Use blend modes to change the way the image of one object is combined with other images • Use Script Assisted mode to create scripts without detailed knowledge of ActionScript • Test content on different target devices • Publish for the Web and iPhones Bonus Online Content Register your book at queondemand.com to gain access to: • Workshops and related files • Keyboard shortcuts The perfect primer for learning Adobe Flash, whether you're new to Flash or updating your skills You'll get quickly up to speed on the essentials of Adobe Flash with this clear, task-based book. From the fundamentals of rich media design to specific techniques, it's a thorough introduction. Using step-by-step instruction, this book clearly shows you how to draw shapes, use the Timeline, add video or audio, create complex animations, and much more. Moreover, if you're preparing for the Flash Professional Adobe Certified Associate (ACA) exam, this thorough guide is the perfect preparation. Covers Flash essentials for beginners and assists candidates preparing for the Adobe Certified Associate (ACA) for Rich Media Communication Using Flash Professional certification Introduces you to the principles and practices of rich media design as well as Flash basics and essential tools Delves into topics and techniques, including creating

designs using Flash shape tools, the essentials of layers and the Timeline, using text and symbols, and creating simple animations Un guide pour découvrir les fonctionnalités de Flash CS4, créer des projets, importer des fichiers audio et vidéo ou intégrer des boutons interactifs.--[Memento]. In order to use MyGraphicsLab, you will need a CourseID provided by your instructor; MyGraphicsLab is not a self-study product and does require you to be in an instructor-led course. Customers without a CourseID will not be able to use MyGraphicsLab. This package (ISBN: 0133090094) contains: 1 access card for the MyGraphicsLab Flash CS6 course 1 copy of Adobe Flash Professional CS6 Classroom in a Book print text 1 copy of Adobe Flash Professional CS6 Classroom in a Book e-Text Product Description Full of ready-made projects, presentations, and videos, MyGraphicsLab is a powerful companion website that puts skill- and portfolio-building content at your fingertips. Leading the way are 40-50 already created, beautifully designed projects. Their class has access to all these projects and project files in one convenient, easy-to-use place--in addition to all the great information and tips in the book itself. MyGraphicsLab includes these essential, ready-to-use teaching tools: * 40-50 projects with files * Dozens of Video Tutorials * PowerPoint presentations * Quizzes www.mygraphicslab.com Editor's note, 1/15/2013: We have discovered an error with

the Table of Contents and are currently working on correcting it. If you find an error in your book, please visit the companion site <http://www.focalpress.com/books/details/9780240522500/> for the correct version. Whether you are creating an animated short, catchy and fun cartoon or mobile game, save time and money with expert cheats by renowned Flash Expert, Chris Georgenes with all new content for the Flash CS6 revision. With practical applications and step by step tutorials solve problems quickly to develop creative projects to time and to budget. Many of these walkthroughs are real-world client projects, with the source files supplied for you to open and explore. With these real-life professional projects you'll discover how to: bring objects to life with cool motion effects, make it rain, snow or set your world ablaze, develop flash mobile applications and many more tips and tricks not found anywhere else! With his in-depth knowledge of the little-known secrets used by the pros to produce creative, professional animations, Chris is the go-to guru for designers and animators who want to create great animation, applications or motion design with Flash. Fully updated for CS6, How to Cheat in Flash CS6, is a goldmine of artistic inspiration, timesaving practical tips, tricks and step-by-step walkthroughs that you'll wonder how you survived without it. New! CS6 cheats and examples with practical solutions for the busy animator with a focus on Action Script, Flash for mobile applications, specifically for Android

development, as well as a focus on an improved physics engine. Put the Adobe Flash CS6 cheats to the test with the fully updated companion website with downloadable Flash source files, examples and video tutorials, and a creative commons game, developed with Adobe, to demonstrate the new functionality of CS6! Totalmente colorido, este livro ensina a utilizar os novos recursos do Adobe Flash CS4 Professional. Em 10 lições, o leitor vai aprender a criar projetos Flash com animações sofisticadas, importar arquivos de vídeo e som, usar novas ferramentas como o Motion Editor e muito mais. A obra faz parte da série Classroom in a Book, líder de vendas em livros de treinamento de software. This package (ISBN: 0132756447) contains: 1 access card for access to the MyGraphicsLab Flash course 1 copy of Adobe Flash Professional CS5: Classroom in a Book print text 1 copy of Adobe Flash Professional CS5: Classroom in a Book e-Text Product Description MyGraphicsLab is an exciting new learning solution that will challenge you with creative assignments that are fresh and applicable to today's design field. In order to use MyGraphicsLab, you will need a CourseID provided by your instructor; MyGraphicsLab is not a self-study product and does require you to be in an instructor-led course. Customers without a CourseID will not be able to use MyGraphicsLab. MyGraphicsLab includes: Premium-quality video tutorials: These videos show graphic design tools in action and provide an engaging multimedia

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criações nos formatos html, swf e exe, configurando-as para serem distribuídas nas mais variadas plataformas e dispositivos. Tudo isso com o suporte de atividades disponibilizadas gratuitamente online. The definitive guide to creating video for the Web In Video with Adobe Flash CS4 Professional Studio Techniques, Robert Reinhardt goes beyond the entry-level coverage found in other books to bring you a comprehensive look at what you really need to know to produce, host, and distribute Flash-compatible video on the Web, including FLV and AVC/H.264 content. Real world examples and hands-on projects with sample video files provide the expert training you need with tips and insights that everyone can benefit from. You'll learn: Basic methods, from preproduction through delivery, including capturing, processing, and compressing your video. Production essentials for sharing your footage on the Web, including setting up your Web page and server for seamless video playback and how to create your own video player. Advanced techniques, including building an index and play list, adding captions and banner ads, and designing a comprehensive video experience for your audience. Includes complete sample Flash files as shown throughout the book. More than 2 GB of source files are provided, including High Definition (HD) clips, which you can use to perfect your video compression skills. The source files for each chapter are found in the corresponding Lessons folder on the disc.

Robert Reinhardt is a highly respected authority on Flash and Flash video. He has authored or co-authored numerous books on Flash, including the Flash Bible and the Flash ActionScript Bible, and his blog and other online articles draw a wide audience. He has developed multimedia courses for educational facilities in Canada and the United States and is an Adobe Certified Instructor for Flash courses at Portland State University. He is a former Vice President of the Multimedia Platforms Group at Schematic and now works with a wide range of clients from his base in Portland, Oregon. A frequent presenter at conferences such as Flashforward, FITC, Flashbelt, and NAB, he is also a contributor at DesignProVideo.com. Forums and updates for this book can be found at FlashSupport.com, where you can share questions and answers with Robert and other readers. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips:

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reducing your font size and turning your device to a landscape view. This should cause the full URL to appear. Need to solve problems quickly to develop creative projects to time and to budget? Want to hone your Flash skills so you can concentrate on your animation? Then How to Cheat in Flash is for you! Chris Georgenes shows how to work from the problem to the solution - from the viewpoint of an animator who has been commissioned to create a job and is working to a deadline. With his in-depth knowledge of the little-known secrets used by the pros to produce creative, professional animations, Chris is THE go-to guru for designers and animators who want to create great animation, applications or motion design with Flash. This accessible, practical book and CD package is such a goldmine of artistic inspiration, timesaving practical tips, tricks and step-by-step walkthroughs that you'll wonder how you survived without it. Totalmente colorido, este livro ensina a utilizar os novos recursos do Adobe Flash CS5. Em 10 lições, o leitor vai aprender a criar projetos Flash com animações sofisticadas, importar arquivos de vídeo e som, integrar botões com interatividade usando o ActionScript 3.0, usar o mecanismo Text Layout Format e o painel Code Snippet e muito mais. Rápido e didático, o texto é de fácil leitura e o aluno pode aprender no seu próprio ritmo, completando as lições de acordo com sua necessidade. A obra faz parte da série Classroom in a Book, guia oficial da Adobe e líder de vendas em livros de treinamento de

software. Acompanha CD-ROM (em inglês) com os arquivos das lições usadas no livro. Critically acclaimed training product combines interactive HD video with printed guide to teach the basics of Flash Professional CS6. *

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along any path: animation, gaming, application and mobile development, or working with premium video solutions. Frustrated by the overwhelming nature of Flash? Want to get up to speed with the program fast so you can concentrate on your animation? Need to solve problems quickly to get work done to time and to budget? Then 'How to Cheat in Flash' is for you! This book is different from the rest because it shows you, step by step, how to work from the problem to the solution when creating Flash animations, from the viewpoint of an animator who has been commissioned to create a job and is working to a deadline. It is task orientated; every example shows real life commercial work. So, it's not so much a case of 'what does this filter/tool/option do?', as 'this is the task I've been set - how do I achieve it?' The solution may involve a variety of tools and techniques; it may take many steps to complete, or only a few. The free CD-Rom includes all the files you need to put your skills into practice as you read, and much more! It's an accessible (conversational in style), practical book and CD package which also provides artistic inspiration, a goldmine of timesaving practical tips, tricks and step-by-step workthroughs. You will wonder how you survived without it. Provides step-by-step instructions on creating Flash animation. Enhanced by video tutorials and lesson files on a companion DVD-ROM, fifteen self-paced lessons explore the new features and capabilities of Adobe Flash Professional. The fastest, easiest, most

comprehensive way to learn Flash Professional CC (2014 release) Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe Flash Professional CC Classroom in a Book contains 10 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. In addition to learning the key elements of the Flash Professional interface, this completely revised CC (2014 release) edition covers new features, including the Variable Width stroke tool, the new Motion Editor panel, and improved export to Web Standards formats like HTML5 and SVG. Purchasing this book gives you access to the downloadable lesson files you need to work through the projects in the book, and to electronic book updates covering new features that Adobe releases for Creative Cloud customers. For access, goto www.peachpit.com/redeem and redeem the unique code provided inside this book. “The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.” Barbara Binder, Adobe Certified

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updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With *Flash CS6: The Missing Manual*, you'll move from the basics to power-user tools with ease. The important stuff you need to know: Learn animation basics. Turn simple ideas into stunning animations—in the very first chapter. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps that work anywhere. Create apps just for iOS or Android devices—or one app that works on mobile devices and desktops. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples. "This critically acclaimed training program from Adobe Press and video2brain combines exceptional quality HD video and a printed reference to teach the fundamentals of Flash Professional CS6 as well as the basic principles of rich media design. Structured around the objectives of the Adobe Certified Associate exam "Rich Media Communication Using Adobe Flash Professional CS6", the product includes 10 hours of video, complete with lesson files. Experienced instructor Joseph Labrecque presents all the foundational features in Flash Professional CS6 through workable examples.

The student gains a solid understanding of the tools so they can continue along any path: animation, gaming, application and mobile development, or working with premium video solutions. Joseph starts with a survey of all major application interface elements, asset creation and manipulation, and document properties and file types. He continues with a deep look into the Flash Library and the use of different symbol types across projects to exploit robust animation techniques using the timeline. Next, he explores the inclusion of sound and video, the ActionScript programming language, and application development for mobile devices. Finally, Joseph demonstrates testing and debugging applications before compiling and publishing onto a variety of platforms."-- Resource description page. Adobe Flash CS3 Professional FOR THOSE WHO WOULD RATHER BE SHOWN HOW THAN TOLD HOW SEE HOW TO • Improve publishing and productivity with the CS3 interface and templates • Browse, organize, and process files using Adobe Bridge and Version Cue • Import Photoshop and Illustrator files directly into Flash • Keep track of the changes in Flash on a per-object basis • Copy and paste graphic filters and motions • Create more compelling designs with built-in filter effects and gradients • Use blend modes to change the way the image of one object on the Stage is combined with other images • Preview changes to 9-slice scaled movie clips on Stage • Simplify common timeline and scripting tasks with Timeline

Effects and Behaviors • Use Script Assisted mode to create scripts without detailed knowledge of ActionScript • Test content on different target devices using Adobe Device Central On the Web This book uses real world examples to give you a context in which to perform a task. This book also includes workshops to help you put together individual tasks into projects. The Flash example files that you need for project tasks are available at www.perspection.com. Need to solve problems quickly to develop creative projects to time and to budget? Want to hone your Flash skills so you can concentrate on your animation? Then *How to Cheat in Flash* is for you! Chris Georgenes shows how to work from the problem to the solution - from the viewpoint of an animator who has been commissioned to create a job and is working to a deadline. With his in-depth knowledge of the little-known secrets used by the pros to produce creative, professional animations, Chris is THE go-to guru for designers and animators who want to create great animation, applications or motion design with Flash. This accessible, practical book and CD package is such a goldmine of artistic inspiration, timesaving practical tips, tricks and step-by-step walkthroughs that you'll wonder how you survived without it. ADOBE FLASH CS6 REVEALED introduces Adobe Flash CS6 Professional, the industry-standard software for developing interactive experiences on the Web, desktops, mobile devices, and tablets. Following an overview of Flash

fundamentals, the book progresses to individual Flash skills, such as drawing, animation, special effects, audio, video, and others, each accompanied by a thorough yet user-friendly tutorial. Additionally, two full chapters on ActionScript 3.0 explore the Adobe programming language and its powerful effect on runtime. Packed with the features you expect from Delmar-Cengage Learning, ADOBE FLASH CS6 REVEALED includes in-book icons, end-of-chapter projects, helpful data files, and a robust suite of supplemental learning tools. The Data Files used to complete the projects found in the book are now available online. For access information please refer to the directions available in the preface of the book. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Need answers quickly? Adobe Flash Professional CS5 on Demand provides those answers in a visual step-by-step format. We will show you exactly what to do through lots of full color illustrations and easy-to-follow instructions. Includes Workshops ACE Exam Objectives More than 600 Essential Flash Professional CS5 Tasks Inside the Book · Improve publishing and productivity with the CS5 interface · Browse, organize, and process files using Adobe Bridge and Mini Bridge · Import Photoshop and Illustrator files directly into Flash · Keep track of the changes in Flash on a per-object basis · Quickly create animation with motion tweens · Use advanced text options to control flow and

format · Create more compelling designs with built-in filter effects and gradients · Use blend modes to change the way the image of one object is combined with other images · Use Script Assisted mode to create scripts without detailed knowledge of ActionScript · Test content on different target devices · Publish for the Web and iPhones Bonus Online Content Register your book at queondemand.com to gain access to: · Workshops and related files · Keyboard shortcuts Need to solve problems quickly to develop creative projects to time and to budget? Want to hone your Flash skills so you can concentrate on your animation? Then How to Cheat in Flash is for you! Chris Georgenes shows how to work from the problem to the solution - from the viewpoint of an animator who has been commissioned to create a job and is working to a deadline and to a budget. With his in-depth knowledge of the little-known secrets used by the pros to produce creative, professional animations, Chris is the go-to guru for designers and animators who want to create great animation, applications or motion design with Flash. Fully updated for CS5, How to Cheat in Flash CS5, is a goldmine of artistic inspiration, timesaving practical tips, tricks and step-by-step worktroughs that you'll wonder how you survived without it. Each techniques is designed as a double-page spread so you can prop the book up behind your keyboard or next to your monitor as a visual reference while working alongside it. Many of these

worktroughs are real-world client projects, with the source files supplied for you to open and explore. With these real-life professional projects you'll discover how to: bring objects to life with cool motion effects, make it rain, snow or set your world ablaze, develop flash mobile applications and many more tips and tricks not found anywhere else! Move beyond the limitations of programming standards and license agreements and get back to animating with a new edition of the bestselling How to Cheat in Adobe Flash, the real world guide to developing dynamic and fun Flash content. Whether you are creating an animated short, catchy and fun cartoon or mobile game, save time and money with expert cheats by renowned Flash Expert, Chris Georgenes with all new content for the Flash CSX revision. With practical applications and step by step tutorials solve problems quickly to develop creative projects to time and to budget. Want to hone your Flash skills so you can remain competitive in a diverse market while concentrating on your animation? Then How to Cheat in Flash is for you! Chris Georgenes shows how to work from the problem to the solution - from the viewpoint of an animator who has been commissioned to create a job and is working to a deadline and to a budget. Each technique is designed as a double-page spread so you can prop the book up behind your keyboard or next to your monitor as a visual reference while working alongside it. Many of these walktroughs are real-world client projects, with the source files

supplied for you to open and explore. With these real-life professional projects you'll discover how to: bring objects to life with cool motion effects, make it rain, snow or set your world ablaze, develop flash mobile applications and many more tips and tricks not found anywhere else! With his in-depth knowledge of the little-known secrets used by the pros to produce creative, professional animations, Chris is the go-to guru for designers and animators who want to create great animation, applications or motion design with Flash. Fully updated for CSX, *How to Cheat in Flash CSX*, is a goldmine of artistic inspiration, timesaving practical tips, tricks and step-by-step walkthroughs that you'll wonder how you survived without it. New! CSX cheats and examples with practical solutions for the busy animator with a focus on Action Script, Flash for mobile applications, specifically for Android development, as well as a focus on an improved physics engine. Put the Adobe Flash CSX cheats to the test with the fully updated companion website with downloadable Flash source files, examples and video tutorials, and a creative commons game, developed with Adobe, to demonstrate the new functionality of CSX! The fastest, easiest, most comprehensive way to learn Adobe Flash CS4 Professional. *Adobe Flash CS4 Professional Classroom in a Book* contains 10 lessons. The book covers the basics of learning Adobe Flash CS4 Professional and provides countless tips and techniques to help you become more productive with the program.

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¿Necesita resolver problemas rápidamente para conseguir proyectos creativos a tiempo y ajustarse al presupuesto? ¿Desea mejorar sus conocimientos de Flash para que pueda concentrarse en sus animaciones? ¡Entonces, necesita *Trucos con Adobe Flash CS5!* Chris Georgenes le muestra cómo ir del problema a la solución, desde el punto de vista de un animador que ha recibido un encargo y debe terminarlo a tiempo. Chris Georgenes, con su profundo conocimiento de los secretos utilizados por los profesionales para producir animaciones creativas y profesionales, es el gurú de diseñadores y animadores que quieren crear movimiento, aplicaciones o interacción con Flash. El libro y el CD son una mina de oro para la inspiración artística. Contienen gran cantidad de trucos para ahorrar tiempo y técnicas detalladas paso a paso sin el conocimiento de las cuales usted se preguntará cómo ha sobrevivido hasta ahora. Chris Georgenes es el director de arte y animación de Mudbubble LLC. Anteriormente fue durante 8 años artista freelance, animador y diseñador web, de juegos y para series de televisión. Algunos de sus clientes son: Adobe, Macromedia, Yahoo!, Digitas, Hasbro, Ogilvy y

AOL. Chris también es autor de cursos e instructor en www.sessions.edu. Editor's note, 1/15/2013: We have discovered an error with the Table of Contents and are currently working on correcting it. If you find an error in your book, please visit the companion site <http://www.focalpress.com/books/details/9780240522500/> for the correct version. Whether you are creating an animated short, catchy and fun cartoon or mobile game, save time and money with expert cheats by renowned Flash Expert, Chris Georgenes with all new content for the Flash CS6 revision. With practical applications and step by step tutorials solve problems quickly to develop creative projects to time and to budget. Many of these walkthroughs are real-world client projects, with the source files supplied for you to open and explore. With these real-life professional projects you'll discover how to: bring objects to life with cool motion effects, make it rain, snow or set your world ablaze, develop flash mobile applications and many more tips and tricks not found anywhere else! With his in-depth knowledge of the little-known secrets used by the pros to produce creative, professional animations, Chris is the go-to guru for designers and animators who want to create great animation, applications or motion design with Flash. Fully updated for CS6, *How to Cheat in Flash CS6*, is a goldmine of artistic inspiration, timesaving practical tips, tricks and step-by-step walkthroughs that you'll wonder how you survived without it. New! CS6 cheats and

examples with practical solutions for the busy animator with a focus on Action Script, Flash for mobile applications, specifically for Android development, as well as a focus on an improved physics engine. Put the Adobe Flash CS6 cheats to the test with the fully updated companion website with downloadable Flash source files, examples and video tutorials, and a creative commons game, developed with Adobe, to demonstrate the new functionality of CS6! Those creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Flash Professional CS6 choose *Adobe Flash Professional CS6 Classroom in a Book* from the Adobe Creative Team. The 10 project-based lessons in this book show readers step-by-step the key techniques for working in Flash CS6. Readers learn what they need to know to create engaging interactive content with Flash CS6. In addition to learning the key elements of the Flash interface, including panels, timelines, and frames, readers learn how to work with graphics, create and edit symbols, modify text, add interactivity with ActionScript, and incorporate animation and sound into their projects. They also learn how to prepare and export their finished projects for publishing. ¿ This completely revised CS6 edition shows readers how to generate sprite sheets for enhanced game development workflow and deliver apps with a prepackaged Adobe AIR captive runtime for better user experience. The book also covers the new, powerful, and intuitive tools and integrated

support for reaching audiences across devices that run on Android and iOS platforms by targeting the Adobe AIR 3.2 runtime. The companion DVD includes lesson files so readers can work along with the book, as well video training from *Learn Adobe Flash Professional CS6 by Video*. ¿ "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." —Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. ¿ All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off

part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear. "This focused workshop provides 2 1/2 hours of high-quality video that teaches Flash developers how to make their workflows more efficient with the improvements and new features in Adobe Flash Professional CS5.5 - including improvements to the powerful TLF type engine in Flash, improved layout fidelity and enhancements to the already powerful inverse kinematics Bone tool, as well as updates to ActionScript 3.0. Tips and tricks for all versions of Flash are sprinkled throughout." -- back cover. This project-based guide from Adobe will teach readers all they need to know to create engaging interactive content with ActionScript 3.0 for Flash Professional CS5. Using step-by-step instructions with projects that build on the knowledge acquired in each lesson, readers will learn the fundamentals of adding interactivity to Flash files using ActionScript, starting with using prewritten Code Snippets, but progressing to customizing and writing their own ActionScript code. The tutorials start with simple navigation and timeline control and progress through controlling animation with ActionScript; using Event Listeners and writing event-handling functions; and controlling loading of and interaction with data, text, video, sound, and images. Readers will also learn to use third-party libraries and create Adobe Air applications. This Classroom in a Book also

covers the improved text-handling tools that are new to Flash Professional CS5. The companion CD provides users with all the sample files they need to complete all the projects. Note from the publisher: FREE Adobe Flash Professional CS5.5 updates are available for this title. Simply register your product at www.peachpit.com/register and you will receive the updates when they become available. Teaching your students has never been easier than with ADOBE FLASH PROFESSIONAL CS6 ILLUSTRATED. This reader-friendly book presents each skill on two facing pages, providing detailed instructions on the left-hand page and large, full-color screenshots on the right page. The visual format helps students intuitively grasp the concepts in the book and apply them to the classroom and workplace environment. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Move beyond the limitations of programming standards and license agreements and get back to animating with a new edition of the bestselling How to Cheat in Adobe Flash, the real world guide to developing dynamic and fun Flash content. Whether you are creating an animated short, catchy and fun cartoon or mobile game, save time and money with expert cheats by renowned Flash Expert, Chris Georgenes with all new content for the Flash CSX revision. With practical applications and step by step tutorials solve problems quickly to develop creative projects to time and

to budget. Want to hone your Flash skills so you can remain competitive in a diverse market while concentrating on your animation? Then How to Cheat in Flash is for you! Chris Georgenes shows how to work from the problem to the solution - from the viewpoint of an animator who has been commissioned to create a job and is working to a deadline and to a budget. Each technique is designed as a double-page spread so you can prop the book up behind your keyboard or next to your monitor as a visual reference while working alongside it. Many of these walkthroughs are real-world client projects, with the source files supplied for you to open and explore. With these real-life professional projects you'll discover how to: bring objects to life with cool motion effects, make it rain, snow or set your world ablaze, develop flash mobile applications and many more tips and tricks not found anywhere else! With his in-depth knowledge of the little-known secrets used by the pros to produce creative, professional animations, Chris is the go-to guru for designers and animators who want to create great animation, applications or motion design with Flash. Fully updated for CSX, How to Cheat in Flash CSX, is a goldmine of artistic inspiration, timesaving practical tips, tricks and step-by-step walkthroughs that you'll wonder how you survived without it. New! CSX cheats and examples with practical solutions for the busy animator with a focus on Action Script, Flash for mobile applications, specifically for Android

development, as well as a focus on an improved physics engine. Put the Adobe Flash CSX cheats to the test with the fully updated companion website with downloadable Flash source files, examples and video tutorials, and a creative commons game, developed with Adobe, to demonstrate the new functionality of CSX! Flash CS3 is the premier tool for creating web animations and interactive web sites, can be intimidating to learn. This entertaining reference tutorial provides a reader-friendly animation primer and a guided tour of all the program's tools and capabilities. Beginners will learn to use the software in no time, and experienced users will quickly take their skills to the next level. The book gives Flash users of all levels hands-on instructions to help them master: Special effects Morphing Adding audio and video Introducing interactivity And much more With Flash CS3: The Missing Manual you'll be able to turn an idea into a Flash animation, tutorial, or movie. This book will help you create online tutorials, training materials and full-blown presentations. It also teaches design principles throughout and helps you avoid elements that can distract or annoy an audience. This is the first new release of Flash since Adobe bought Macromedia, which means that it's the first version that will integrate easily with other Adobe products. It's a whole new ballgame when it comes to Flash, and Flash CS3: The Missing Manual offers you complete and objective coverage. It's the perfect companion to this powerful software.

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