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* Learn the new, powerful features in the new release of Flash. Covers all new areas of extensibility: commands, tools, timeline effects, behaviors, and advanced topics. This book will allow you to streamline day-to-day development by showing you how to custom-build your own commands and tools. Plenty of useful examples are included throughout to demonstrate each area. * Two books in one: first part will actually get the person to understand and be able to use the Extensibility features, not just copy and paste the code in the book, but have a conceptual understanding of how it works and be able to create their own extensions. The second part of the book will be a complete reference guide, that one will want to keep around to look up commands, syntax, parameters, etc. * At this time, it's the only book covering the subject, and this book actually covers extensibility in both Flash MX 2004 and Flash MX Professional 2004. * The reference content and example files will be available from the book's companion site, www.flashextensibility.com – this site aims to be the premier site for designers and developers to go to for Flash extensibility material. Master Flash animation and cartooning using this complete hands-on guide. Discover shortcuts for drawing heads and bodies, developing characters, and learn to incorporate movie techniques--all from a real-world animator and video producer. Includes an 8-page color insert which details the stages of the animation process. Macromedia's Flash 8 is the world's

premier program for adding animation to websites. And with the latest version, this popular program becomes more versatile, letting beginning webmasters and expert developers alike create sophisticated web content. But Flash isn't intuitive. And it doesn't come with a manual. Whether you want to learn the basics or unleash the program's true power, Flash 8: The Missing Manual is the ideal instructor. This hands-on guide to today's hottest web design tool is aimed at nondevelopers, and it teaches you how to translate your ideas into great web content. It begins with a solid primer on animation, which helps you get comfortable with the Flash interface. Once you have these basics under your belt, Flash 8: The Missing Manual moves on to advanced animations, including adding special effects and audio, video, and interactivity to your presentations. When you're really feeling steady, the book shows how to use a dollop of ActionScript to customize your content. It then teaches you how to publish your Flash creations for web surfers everywhere to enjoy. Along the way, the book shows you good design principles and helps you avoid elements that can distract or annoy an audience. Author Emily Vander Veer has more than a dozen books to her credit, including titles on web design and scripting--most written for non-technical readers. Her background makes her the perfect author for a straightforward book on a complex subject. She takes Flash 8: The Missing Manual from the basics to the advanced, yet avoids a hasty jump into tough topics that can leave readers confused. Not only will Flash 8: The Missing Manual help you turn a concept into unique, dynamic content, but it will continue to serve as a reference as you develop your website. With most U.S. households having Internet connections, more people than ever are looking to develop their own sophisticated Web sites. The need for easy-to-grasp information on how to make an interactive and well-designed site has never been higher as more people need

to learn or improve their Web skills. For the busy professionals whose boss wants them to jazz up their Web site, or the student burning the midnight oil to put together some Web animations for a class, Creating a Web Site with Adobe Flash CS4 Professional: Visual QuickProject Guide is just the book they need to start creating Flash sites in an instant. Pared down to just the essentials, this book shows readers who are short on time just what they need to know to accomplish their first project in Flash. Topics covered include using the Flash authoring tool, creating and animating graphics, tweening, loading dynamic data, and adding sound and video, plus coverage of new Flash CS4 features. It's everything readers need to know to develop their Web site using Adobe Flash! The book's companion Web site offers project files and updates. Brian Underdahl s Complete Reference for Macromedia Flash MX serves as a solid cornerstone for the library of new Flash designers. Covering every aspect of building interactive Flash projects from a beginner s perspective, this handy tome is an ideal reference guide for the interactive designer starting his Flash journey. Get comprehensive coverage of the all new features and expanded functionality of the latest version of Flash. This authoritative guide can show you how to use Flash with confidence to create stunning and compact navigation interfaces, plus long-form animation, and other effects on the Web. For users at every level, this soup-to-nuts resource is essential reading.The enclosed CD contains project files and art elements for every chapter, as well as demo versions of Canvas 8 and the Windows versions of ToonBoom Studio and Swift 3D. The CD does not, however, have a searchable PDF version of the book with color pictures. This omission is exacerbated by the lack of color pages, making any discussion of color palettes or color schemes (chapter 6) somewhat theoretical. Readers will learn how to design, structure and optimize for the most

efficient Flash animations possible. Each subject is presented in clear and direct language, with useful and well-explained examples and extensive graphical elements. Sample questions accompany each subject. One CD-ROM disc in pocket. Flash is the most popular Web animation tool in the world, widely used by Web designers, game developers, and others who want to add vibrant content to a Web site This book shows Flash newcomers how to get up and running quickly, demonstrating how to create and edit objects, add interactive elements, work with sound, animate objects, and deliver the finished product onlineExplains how to incorporate streaming video elements and create presentations for mobile devices Now thoroughly updated to cover new program features and enhancements. If you need to get to grips fast with creating interactive graphics and animation in Flash - then look no further! Whether you are a new user or a professional, this highly visual book is all you need to get up and running with the latest powerful upgrade - Macromedia Flash 8. Birgitta Hosea breaks down the software into its main components and offers simple, visual step-by-step instructions to explain the fundamental practical techniques you need to create finished projects. The accessible style and structure lets you dip in and out when working on a project, or work straight through to explore more of the program's capabilities and develop your skills. Written by a designer for designers The Focal Easy Guide to Macromedia Flash 8 offers a thorough coverage of the basic features of Flash, without going into in-depth coding with ActionScript. Birgitta Hosea is a motion graphics artist and Course Director of the London Animation Studio at Central Saint Martins College of Art and Design. Her experience ranges from designing moving branding to art directing pop promos and short films. A Volume in The Focal Easy Guide Series. The Focal Easy Guide series: . Starting working with new software immediately regardless of your level .

Achieve professional results, learn practical skills from industry experts . Focused, user-friendly coverage of the key tools you need to know. Showcases the computer animation program's newly designed interface while explaining how to build interactive Web sites using innovative graphics, text, and animated images. This resource provides information on Flash 5's advanced features and development tools. It also helps in integrating Flash with a host of applications and languages, including databases, 3D graphic generators and PHP. Accompanying CD-ROM contains source and published files for examples in the book, demo copy of Flash MX for Windows and Macintosh, Flash Player for your browser, and web links to Flash resource sites. An improved script editor (with a visual interface), a revamped library interface, a new Undo feature, powerful run-time effects, breakthrough motion-graphics capabilities—these are just a few of the reasons Web designers are raving about the newest version of their favorite Web tool, Macromedia Flash 8. Whether you're a beginning user looking for a good introduction to the topic or a veteran user seeking a convenient update reference, you'll find what you need in this task-based guide. Using simple step-by-step instructions, straightforward language, loads of screen shots, and a plethora of readily accessible examples, author Katherine Ulrich shows you how to create engaging interactive content for the Web with Flash Basic 8 and Flash Professional 8. From basic vector graphics to animation with motion tweening and beyond, this inexpensive, easy-to-use guide promises to get you up to speed fast on the most important application in your design toolbox—Macromedia Flash 8. A guide to getting a quick start with Macromedia Flash 5 for Windows and Macintosh, with an easy reference-like format that lets the reader look up what they want to learn and get straight to work. Uses pictures to teach concepts instead of wordy explanations.

Face it: Poorly designed, static Web sites just don't cut it anymore. The Web (not to mention the technology surrounding it) has been around long enough, and people are used to seeing and expect a little razzle-dazzle when they go online. For just $12.99, this compact guide shows you how to deliver it! Whether your boss wants you to jazz up the company's Web site or you're burning the midnight oil trying to pull together some Web animations for a class project, this tightly focused, project-based guide shows you how to start creating Flash animations in an instant! Using big, bold full- pictures and streamlined instructions, it covers just the need-to-know essentials that will get you animating with the latest version of Flash: using the Flash 8 authoring tool, creating and animating graphics, tweening, adding sound, and more! Explores how to use and create features including graphics, text, symbols, animation, interactivity, sound, video, ActionScript, content, printable movies, and Web sites. Certified

Macromedia Flash MX Developer Study Guide will help you review everything you need to know to pass the new Certified Flash MX Developer Exam. Designed specifically to simplify exam preparation, this review guide is packed with sample questions and tests to gauge test readiness. This book is not designed as a Flash tutorial, but as a strict study guide for intermediate-to-advanced Flash developers. In order to pass the exam, readers will have to know how to identify requirements, design and code ActionScript, and test, deploy, implement, and troubleshoot Flash MX applications. Each subject is presented in clear and direct language, with useful and well-explained code examples. High-demand-Flash skills and techniques are essential for anyone involved in Web motion-and this book delivers the goods Gives advanced developers everything they¿ll need to extend the already extensive functionality of Flash Provides intermediate to advanced users with the tools necessary to

master the production process and create professional applications Ultimate resource-filled with developer¿s tips on managing file size and working with sound and interactivity features Includes CD-ROM featuring code from the book Because most people don't have the luxury of sitting down uninterrupted for hours at a time to learn Flash, the 10 Minute Guide to Macromedia Flash 5 focuses on the most often used features, covering them in lessons designed to take 10 minutes or less to complete. Ten minutes is all you need to learn how to Create and edit graphics Import graphics Use text Use layers Attach actions and sounds Updated and revised, this bestselling tutorial is a clearly written, well-organized introduction to Flash and gives the beginner an overview of the application's newest version. Teaches virtually everything about getting started with Macromedia Flash--including learning to animate, work with video, load external assets, draw, mask, and modularize--by focusing on one very primitive shape: the box. Original. (Beginner). If you need to get to grips fast with creating interactive graphics and animation in Flash - then look no further! Whether you are a new user or a professional, this highly visual book is all you need to get up and running with the latest powerful upgrade - Macromedia Flash 8. Birgitta Hosea breaks down the software into its main components and offers simple, visual step-by-step instructions to explain the fundamental practical techniques you need to create finished projects. The accessible style and structure lets you dip in and out when working on a project, or work straight through to explore more of the program's capabilities and develop your skills. Written by a designer for designers The Focal Easy Guide to Macromedia Flash 8 offers a thorough coverage of the basic features of Flash, without going into in-depth coding with ActionScript. Birgitta Hosea is a motion graphics artist and Course Director of the London Animation Studio at Central Saint Martins

College of Art and Design. Her experience ranges from designing moving branding to art directing pop promos and short films. A Volume in The Focal Easy Guide Series. The Focal Easy Guide series: . Starting working with new software immediately regardless of your level . Achieve professional results, learn practical skills from industry experts . Focused, user-friendly coverage of the key tools you need to know Using the Simple Guide format, this text provides a complete introduction to the latest version of Flash in 2002, covering its many new features. Aimed at the reader with no, or little, knowledge of web design, it shows the main features of Flash, in addition to the basics of web design. This is the only resource on usability that is devoted exclusively to Macromedia Flash content and design. Full color design highlights usability examples. The inside scoop...for when you want more than the official line! You can dream big with Macromedia's robust Dreamweaver Web design software, but to use it with confidence you need to understand its quirks and shortcuts. Find out what the manual doesn't always tell you in this insider's guide to using Dreamweaver in the real world. Must you know HTML to design Web pages? How do the pros add data to Web sites? From working with frames and forms to jumping into multimedia ina big way--first get the official way, then the best way from an expert. Unbiased coverage on getting the most out of Dreamweaver, including how to set up a site structure, design your interface, and use graphics, media, and text to draw visitors Savvy, real-world advice on topics from using templates, libraries,and application panels, to adding scripts and live data Time-saving techniques and practical guidance on using Flash(r)and other media, adding forms, and more ways to create, build, andmanage your Web site effectively Tips and hacks on how to increase productivity and avoid pitfalls Sidebars and tables on sketching a site flow plan,

selecting ahosting service, and checking files in and out Watch for these graphic icons in every chapter to guide you to specific practical information. * Bright Ideas are smart innovations that will save you time or hassle. * Hacks are insider tips and shortcuts that increase productivity. * When you see Watch Out! heed the cautions or warnings to help you avoid commonpitfalls. * And finally, check out Inside Scoops for practical insights from the author. It's like having your own expert at your side! This is a comprehensive introduction to Macromedia Flash, combined with special beginning-level coverage of ActionScript, Flash's native programming language. With Adobe's acquisition of Macromedia, millions of Photoshop users may be installing Flash for the first time and Flash CS3 Professional for Windows and Macintosh: Visual QuickStart Guide is there to show them what to do. From basic first steps, such as exploring the drawing tools, including Flash CS3's new Pen tool, to frame-by-frame animation, motion tweening, and shape tweening, this book serves as the beginner's guide to Flash. But it doesn't stop there: sections on interactivity, sound, and video have been fully updated to demonstrate best practices in ActionScript 3.0, as well as the latest in Flash's video technology. Macromedia Flash 8 adalah versi terbaru dari Flash. Sejak diakuisisi oleh Adobe, kemampuan dan fitur-fiturnya menjadi sangat dahsyat dan lengkap sehingga dapat digunakan untuk membuat berbagai macam aplikasi seperti animasi web, kartun, multimedia interaktif, sampai aplikasi untuk ponsel. Selain itu, Flash 8 juga kompatibel dengan software-software desain dan animasi lainnya. You can build everything from simple animations to full-fledged iPhone, iPad, and Android apps with Flash CS6, but learning this complex program can be difficult—unless you have this fully 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 guide allows you to learn specific Flash skills step-by-step at your own pace. Choose from among several tutorials to develop the skills that are most appropriate to the Flash projects you are working on at any given time. Each lesson leads you through the workflow for implementing a specific real-world feature or effect in your Flash applications. InMacromedia Flash 8: A Tutorial Guide, learn how to: · Navigate the Flash workspace and use common document types · Use the Flash drawing tools and create engaging graphic effects · Use ActionScript to add interactivity and custom functionality to your documents · Connect your Flash projects to external data sources to create data-driven applications Powerful development and design tools require thorough and authoritative technical advice and documentation. When it comes to Macromedia Flash, no one is more authoritative than Macromedia's own development and writing teams. Now their official documentation is available to you in printed book form. As you work, keep this guide by your side for ready access to valuable information on using Flash. We've designed it so that it's easy to annotate as you progress. With

an organization that mimics that of the Flash MX developer certification test itself, this study guide offers comprehensive coverage of the features of Flash, including those new to MX 2004: CSS support, predefined Behaviors, Timeline effects, and more. Candidates will learn how to identify requirements, design and code ActionScript, and test, deploy, implement, and troubleshoot Flash MX 2004 applications.

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