

Adobe Flash Professional Cs5 5 5 Troubleshooting

When it comes to HDR, only three key ingredients are needed: hardware, software, and post-processing technique. Hardware is simple—there are only a few things you need to set up and shoot an HDR series. Software is vastly improved, making it easier for anyone to create an HDR image. The hard part is the post-processing technique. There are only two options: hours and hours of experimentation or *The HDR Book*. Featuring real-world interviews with passionate HDR photographers, *The HDR Book*, by Rafael “RC” Concepcion, is more than a how-to and different from any other HDR book out there. While other books on HDR tend to lean toward the esoteric or formulaic, this book takes another approach. It's a complete and total HDR workshop that teaches you the one thing that most other books miss—once you've tone mapped your image with HDR software, you're still not finished. Within the pages of this book, you'll find 10 projects shot with everything from a point-and-shoot to a 37-megapixel, medium-format camera. The projects are designed to show you how the subtle differences in each scenario (lighting, subject, environment, etc.) dictate the post-processing needed to achieve one of the many final looks covered. You'll learn not only the different tone map settings RC used, but you'll also learn the final steps taken in Photoshop to complete each image. Then, you'll recreate these looks your self using the exact same RAW files that RC used! Plus, you get four bonus images to play with and create your own look. The end result: a more intrinsic understanding of the nuances of HDR that will help you create the images you've always wanted. Best of all, *The HDR Book* is written using the three top HDR processing programs in the industry today: Photoshop's HDR Pro, Photomatix Pro, and HDR Efex Pro. No matter which program you use, you'll be able to follow along and create your own stunning looks in no time.

Creating standards-compliant animations for the Web just got a lot easier. With this concise guide, you'll learn how to convert Flash animations into HTML5, using Wallaby—the experimental tool from Adobe. Wallaby makes Flash content available for devices that don't support Flash runtimes, including the iPhone and iPad. Developing HTML5 animations is time-consuming with all the coding required. This book shows you how to create compelling content for HTML5 environments with relative ease, whether you know Flash or not. After a quick introduction to simple animation building with Flash, you'll learn how Wallaby helps you convert those animations into HTML5 code. Learn how to create a simple Flash animation, using Flash Professional CS5 Become familiar with the Flash Library, Stage drawing canvas, and animation Timeline Take the right approach to building a complex Flash animation for HTML5 Get performance tips to optimize animations for desktops and mobile devices Use simple JavaScript and CSS code to place the Wallaby animation in a web page Add interactivity to your HTML5 animation with jQuery

You have a personal tutor in the Digital Classroom If you want expert instruction that fits into your schedule, the Digital Classroom series delivers. Expert instructors guide you through 11 lessons, helping you learn essential Premiere Pro CS6 skills at your own speed. Full-color, step-by-step instructions in the book are enhanced with video tutorials at the companion Web site digitalclassroombooks.com. With this Digital Classroom training package, you have your own private instructor showing you the easiest way to learn Premiere Pro CS6. Import video, audio, and still images and edit them together on the Timeline Add transitions and effects to your video to make your projects more engaging and appealing Automatically stabilize shaky footage with the Warp Stabilizer Animate layered Photoshop files to create onscreen graphics Create text and titles using the built-in Premiere Pro Titler Use Adobe Encore to author your projects to disk or for web distribution Note: Video tutorials and other supplementary materials are not included as part of the e-book file, but are available for download after purchase. Instructions are located in the "Starting Up" section.

Adobe Creative Suite 5 ACA Certification Preparation: Featuring Dreamweaver, Flash, and Photoshop, part of the Origins Series, provides complete coverage of the Adobe Certified Associate (ACA) standards for the CS5 certification exams for Dreamweaver, Flash, and Photoshop and is also appropriate for use in a course where all three applications are covered. The skills-based, step-by-step approach of this text provides students with the base of knowledge they need to be successful with the software applications and prepares them to pass the ACA certification exams. End-of-lesson activities reinforce the skills and provide hands-on practice within each application. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

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 workthroughs 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 workthroughs 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!

Master the latest version of Flash with this revised edition of a perennial bestseller *Flash* enables you to create animations and can also be used to build an interactive, multimedia Web site. Completely enhanced and revised, this must-have reference covers everything you need to know to learn and master the latest version of Flash. Top Flash trainer and author Todd Perkins provides you with unparalleled comprehensive coverage of tips, tricks, and techniques that you won't find in any other resource. The reader-friendly format will appeal to both the novice as well as the

accomplished professional and everyone in between. Serves as a comprehensive reference on all the latest updates and enhancements to the newest version of Flash Professional Appeals to both novice and experienced Flash developers and functions as their guide to the capabilities and possibilities of the new Flash Written by an experienced Adobe Flash instructor who is adept at making difficult topics easy to understand Includes a CD-ROM that features trial software, add-ons, plug-ins, shareware, templates, and examples Flash CS5 Professional Bible is an ideal resource to go from learning to mastering the latest version of Flash in a flash!

This update covers many of the new features available in Flash Professional CS5.5. Like the rest of Animation with Scripting for Adobe Flash Professional CS5 Studio Techniques, this update is heavily tilted toward features in Flash that will affect animators. . The Flash CS5.5 update is largely focused on development and deployment for new devices, primarily mobile devices. Mobile devices are somewhat limited in terms of performance when compared to desktop computers, but Flash CS5.5 provides several new features to help you optimize the performance of your applications on mobile devices. Additionally, Flash CS5.5 delivers a few small, but long-awaited and heavily requested usability improvements.

Dive right into video editing WITH THE VIDEO COLLECTION REVEALED! This all-new book introduces the video applications of Adobe CS5, including Adobe Premiere Pro, After Effects, Soundbooth, and Encore. Each of the four main applications is thoroughly covered in its own chapter. Three integrated chapters follow, with an emphasis on using features across applications to create polished, professional work. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version.

The perennial Adobe Creative Suite bestseller—fully updated for Adobe CS5 Featuring eight books in one, this All-in-One For Dummies guide covers the key features and tools that you need to know in order to understand how to use each individual program within the Adobe Creative Suite—InDesign, Illustrator, Photoshop, Acrobat, Dreamweaver, Fireworks, and Flash—to its fullest potential. Within the nearly 1,000 pages, you'll find creative inspiration as well as tips and techniques to sharpen your productivity. Dedicating a minibook to each of the programs within the latest version of Adobe Creative Suite 5—InDesign, Illustrator, Photoshop, Acrobat, Dreamweaver, Fireworks, Flash—as well as a minibook devoted to Creative Suite basics Serves as a one-stop learning opportunity for each product inside the Design Premium Suite Walks you through creating print and web-based marketing or advertising materials or other publications Adobe Creative Suite 5 Design Premium All-in-One For Dummies is a premium resource on all Adobe Creative Suite 5 can do for you.

Adobe Flash Professional CS5 is the leading software for Web designers creating dynamic Web sites. Adobe Flash Professional CS5 Advanced for Windows and Macintosh: Visual QuickPro Guide offers the most efficient way for smart, creative, busy professionals to learn advanced Flash features. Taking the highly accessible instructional format of the popular Visual QuickStart Guides to a more advanced level, this handy guide combines a visual approach with straightforward, step-by-step instructions and screenshots and concise explanations. It emphasizes methodology and problem solving with five primary sections: animation, ActionScript, navigation, dynamic graphics and sound, and control of information, and teaches all the new features of Flash CS5, such as the Text Layout Format feature, Deco tool, Spring feature in Inverse Kinematics, and video enhancements. 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.

Flash Professional CS6 is such a powerful program that it can seem overwhelming to new or occasional users. With Flash Professional CS6: Visual QuickStart Guide, readers get a solid grounding in the fundamentals of the most recent version of the software. Highlights include new user options for setting document properties when creating or modifying documents; new layout and options in the Publish Settings dialog; working with tabbed text in Flash's text-layout framework; copying and pasting Timeline layers. Plus, learn about new options for exporting assets created in Flash as a PNG sequence; as a sprite sheet, or as JavaScript and HTML5, via the CreateJS extension. Includes eBook and Video Access In addition to concise, step-by-step explanations of core tools and tasks, with plenty of helpful screen shots to keep you on track as you work, Flash Professional CS6: Visual QuickStart Guide includes an hour-long HD video and eBook. In addition to reading about how to use the tool, you can watch it in action. You can also download digital versions of this book to load on the mobile device of your choice so that you can continue learning whenever and wherever you are. We provide you with both the ePub and PDF to ensure that you get the experience that best suits your viewing needs.

Adobe Creative Suite CS5 Web Premium How-Tos: Essential Techniques is a concise, economical, current, and informed guide to the key techniques for creating inviting and accessible Web sites using Adobe Creative Suite CS5. Readers choose the How-Tos guide when they want immediate access to just what they need to know to get results. This book shows readers the Dreamweaver CS5 features they need to manage Web sites; design page layout with CSS styles; and generate menu bars, tabbed panels, tooltips, datasets, and forms with validation scripts. It gives readers the Photoshop CS5 skills to prepare photos and thumbnails for the Web. It teaches Illustrator CS5 techniques to create Web banners, navigations icons, and scalable graphic elements. It shows how to create scrollbars and buttons in Flash Catalyst CS5. Readers can learn to generate animation in Flash Professional CS5, and they can discover ways to integrate Dreamweaver, Photoshop, Illustrator, and Flash to create cutting-edge Web sites with custom video players, animation, and interactivity. Note from the publisher: FREE Adobe Creative Suite 5.5 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.

Those creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Premiere Pro CS6 choose Adobe Premiere Pro CS6 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 19 project-based lessons in this book show readers step-by-step the key techniques for working in Premiere Pro CS6. Readers learn to take a project from beginning to end where they'll get the basics on things like organizing media, using audio, creating transitions, producing titles, and adding effects. Once they have the basics down, they'll learn how to take their projects further by sweetening and mixing sound, compositing the footage, adjusting color, using multicamera editing techniques, authoring DVDs, and much more. This completely revised CS6 edition covers new features, including the Warp Stabilizer effect for stabilizing uneven, shaky footage. Powerful new trimming techniques are explored in detail and an entire chapter covers the new expanded multicamera editing

features. The new interface in Adobe Premiere Pro 6 offers many new capabilities to the editor who needs quick results and this book covers the workflows required to get the job done. Best of all, the companion DVD includes lesson files so readers can work step-by-step along with the 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 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. Note from the publisher: If you experience any issues accessing the files on the DVD please contact ask@peachpit.com to receive a link to the online file downloads

Create and execute cutting-edge projects using the Adobe Flash Platform! This book explores a Flash Platform project's life cycle, diving deep into each phase — planning, design, development, build and release, and continued maintenance. This comprehensive guide is for your entire team to refer to during the development process, including business executives, project managers, creative directors, designers, developers, and quality assurance and build engineers, explaining how each role contributes to the overall process. The book also highlights the Adobe applications — Flash Catalyst CS5, Flash Builder 4, Flash Professional CS5 and other Adobe Creative Suite 5 programs — so you can leverage the latest technology to accomplish the task at hand. Whether you're a one-person shop or a large multi-department team, this guide details the process and scales to the key requirements of your project. About the Authors: Aaron Pedersen is cofounder of DevelopmentArc and has more than a decade of Web application experience for small startups and Fortune 500 companies. He focuses on user interface technologies, including Adobe Flash Platform (Adobe Flex, AIR) and JavaScript. He has been a lead, planner, and architect on many groundbreaking projects for Lexus.com, Scion.com, Adobe Marketplace, Yahoo Mail Flickr application, and WorkflowLab for Adobe. James Polanco is a Web application architect and cofounder of DevelopmentArc, focusing on ActionScript development, design patterns, and component implementations. He has worked with such clients as Scion.com, Lexus.com, Toyota.com, Libsyn Podcast Analytics Dashboard, Fake Science Music Store, Industrial Light & Magic, and Adobe Systems. He is an avid blogger, speaker, and researcher with a particular interest in technology implementations, best practices, and analysis of Web enabled tools and technologies. Doug Winnie is the principal product manager for Adobe Flash Catalyst, Flash Platform Workflow, and WorkflowLab. He is responsible for the integration of Adobe Flash Professional, Flash Catalyst, and Flash Builder, driving the growth of collaborative workflows between designers and developers using the Adobe Flash Platform. Doug is also an instructor at San Francisco State University and hosts the Adobe TV shows, "ActionScript 1:1 with Doug Winnie" and "Flash Catalyst 1:1 with Doug Winnie."

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.

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.

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.

This is the only book in the After Effects market to focus exclusively on the creation of visual effects, and is a one-stop resource for anyone who wants in-depth explanations that demystify the realm of visual effects and how they were created, thanks to veteran author Mark Christiansen's friendly and accessible style. A thoroughly packed, informative read, this masterful guide focuses on explaining the essential concepts, features, and techniques that are key to creating seamless movie-quality visual effects. Readers will learn how to put After Effects to work to create the shots they need. Users who are comfortable with After Effects will find a helpful review of After Effects fundamentals--managing footage, viewing and editing layers, animating type, and more--so they can learn how to work smarter and more

efficiently. Readers of all levels will learn core techniques for effects compositing: color matching, keying, rotoscoping, motion tracking, and emulating the camera. The final section of the book delves into creative explorations, demonstrating actual effects that readers might want to re-create. Readers will also find comprehensive coverage of all that's new in this upgrade. Throughout the book, beautiful full-color examples demonstrate what's possible, while the companion DVD offers plenty of sample footage and dozens of demos of the most useful After Effects plug-ins. .

This update includes coverage of the latest features in Actionscript 3.0 for Adobe Flash Professional CS5.5.

"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.

"Designers and developers can now use their Adobe Flash Professional, Flex, and ActionScript skills to quickly begin developing applications for the iPhone, iPad, and iPod touch, as well as for Android devices. In this in-depth course, you'll learn from the ground up how to set up your system to become a mobile developer, create applications, and master each step of the publishing process (including how to get a working Apple certificate to place your app in the App Store). Coverage also includes features in new CS5.5 such as improved Text Layout Framework functionality and code snippets that let you easily take advantage of mobile features such as the accelerometer. You'll also learn best-practices for working smart, as well as what kinds of applications and utilities are most appropriate for Flash-platform development."--Resource description page.

If you're new to ActionScript 3.0, or want to enhance your skill set, this bestselling book is the ideal guide. Designers, developers, and programmers alike will find Learning ActionScript 3.0 invaluable for navigating ActionScript 3.0's learning curve. You'll learn the language by getting a clear look at essential topics such as logic, event handling, displaying content, classes, and much more. Updated for Flash Professional CS5, this revised and expanded edition delivers hands-on exercises and full-color code samples to help you increase your abilities as you progress through the book. Topics are introduced with basic syntax and class-based examples, so you can set your own pace for learning object-oriented programming. Harness the power and performance of ActionScript 3.0 Control sound and video, including new access to microphone data Create art with code by drawing vectors and pixels at runtime Manipulate text with unprecedented typographic control Animate graphics, create particle systems, and apply simple physics Avoid common coding mistakes and reuse code for improved productivity Load SWF, image, text, HTML, CSS, and XML file formats, and more Authors Rich Shupe and Zevan Rosser draw on their experience as Flash developers and instructors to give you a solid ActionScript foundation, revealing ways you can use code for practical, everyday projects.

This Creative Suite 5.5 update includes coverage of the latest features in Flash Professional CS5.5.

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.

Adobe Flash Professional is the most popular software available for creating animations for the Web. Most people start using Flash to create vector-based animations that output small file sizes perfect for the Web. Later they want to branch out into creating rich interactive experiences for websites and mobile devices, and for that they need to learn ActionScript. Doug Winnie draws on the experience he's gained from his years as an educator to teach not only what ActionScript can do, but also to show how the code works. This gives the reader a deeper understanding of how ActionScript functions, and gives them the power to come up with original solutions when creating their own projects. Doug's book dives right into the concepts of manipulating Flash objects and the fundamentals of functions and mathematical operators. After presenting events and using scripts to control the Flash timeline, classes and conditionals are covered in depth. The final part of the book covers creating desktop applications with Adobe AIR, developing mobile applications, and working with external code libraries. Real-world projects are sprinkled generously throughout the book and Appendices include information on debugging, deciphering documentation, and using Adobe Flash Builder as an ActionScript development environment.

Those creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Flash Professional CS5 choose Adobe Flash Professional CS5 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 10 project-based lessons in this book show readers step-by-step the key techniques for working in Flash CS5. Readers learn what they need to know to create engaging interactive content with Flash CS5. 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 3.0, and incorporate animation and sound into their projects. They also learn how to prepare and export their finished projects for publishing. This completely revised CS5 edition covers the new text engine, Deco drawing tools, Spring feature for inverse kinematics, video enhancements, and more. The companion DVD includes lesson files so readers can work along with the book, as well as 2 hours of video tutorials from 'Learn Adobe Flash Professional CS5 by Video' from video2brain and Adobe Press. "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. 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 CC offers ten lessons covering such topics as creating and editing symbols, animating shapes and using masks, working with sound and video, and publishing for Flash Player, HTML5, and mobile devices.

You can build everything from simple animations to full-fledged iOS and Android apps with Flash CS5.5, 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 CS5.5: The Missing Manual, you'll move from the basics to power-user tools with ease. Learn animation basics. Discover how to turn simple ideas into stunning animations. 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 for tablets and smartphones. Create the next generation of iPhone, iPad, and Android apps. 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.

Those creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Flash Professional CS5 choose Adobe Flash Professional CS5 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 10 project-based lessons in this book show readers step-by-step the key techniques for working in Flash CS5. Readers learn what they need to know to create engaging interactive content with Flash CS5. 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 3.0, and incorporate animation and sound into their projects. They also learn how to prepare and export their finished projects for publishing. This completely revised CS5 edition covers the new text engine, Deco drawing tools, Spring feature for inverse kinematics, video enhancements, and more. The companion DVD includes lesson files so readers can work along with the book, as well as 2 hours of video tutorials from 'Learn Adobe Flash Professional CS5 by Video' from video2brain and Adobe Press. "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. 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 CS5 covers the basics of animation, ways to create movement between images, adding audio and video, creating reusable elements, and testing and publishing Web sites.

Put your ActionScript 3 skills to work building mobile apps. This book shows you how to develop native applications for Android-based smartphones and tablets from the ground up, using Adobe AIR. You learn the entire development process hands-on, from coding specific functions to options for getting your app published. Start by building a sample app with step-by-step instructions, using either Flash Professional or Flash Builder. Then learn how to use ActionScript libraries for typical device features, such as the camera and the accelerometer. This book includes ready-to-run example code and a case study that demonstrates how to bring all of the elements together into a full-scale working app. Create functionality and content that works on multiple Android devices Choose from several data storage options Create view and navigation components, including a back button Get tips for designing user experience with touch and gestures Build a location-aware app, or one that makes use of motion Explore ways to use audio, video, and photos in your application Learn best practices for asset management and development

This is the only book on the market to focus exclusively on the creation of visual effects for After Effects users, and is a one-stop resource for anyone who wants in-depth explanations that demystify the realm of visual effects and how they were created, thanks to veteran author Mark Christiansen's friendly and accessible style. A thoroughly packed, informative read, this masterful guide focuses on explaining the essential concepts, features, and techniques that are key to creating seamless movie-quality visual effects. Users who are comfortable with After Effects will find a helpful review of the fundamentals - managing footage, viewing and editing layers, animating type, and more - so they can learn how to work smarter and more efficiently. Readers of all levels will learn core techniques for effects compositing including color matching, keying, rotoscoping, motion tracking, emulating the camera, and concluding with using expressions in After Effects, written by contributor and expert Dan Ebberts. An incredibly useful appendix on scripting in After Effects is included as well, written by Adobe engineer Jeff Almasol. The final section of the book delves into creative explorations, demonstrating professional effects that are commonly seen in films and games which readers can re-create. Readers will also find comprehensive coverage of all that's new and makes this version of Adobe's effects program a must-have update, including the revolutionary new Roto Brush, all new effects such as the New Refine Matte effect, new support for Color Look-Up Tables, workflows that take advantage of the all-new 64-bit support, inclusion of third-party tools for additional creativity, and much more. Note from the publisher: FREE Adobe After Effects 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 full-color guide for getting rewarding results with the latest version of Flash Flash is used in the creation of Web animation, games, media rich Web sites, presentations, and more. Adobe has divided the new version of Flash into three separate products for different audiences, and this book covers the Professional product; the traditional animation/media serving tool; and Catalyst, the Web/interface design tool. This book provides a fun and friendly full-color guide to Flash. Walks you through both Professional and Catalyst as well as the traditional Flash animation tool Offers guidance for getting acquainted with the interface; creating images, objects, text, and layers for animation; and working with symbols and buttons Introduces publishing online or on mobile phones Addresses how to turn existing images into interactive sites or interfaces with Catalyst Offers helpful tips on troubleshooting Using the knowledge you gain from Flash CS5 Professional & Flash CS5 Catalyst For Dummies, you'll quickly prove that you are not a flash in the pan!

This book will assist journalists and Flash developers who are working together to bring video, audio, still photos, and animated graphics together into one complete Web-based package. This book is not just another Flash book because it focuses on the need of journalists to tell an accurate story and provide accurate graphics. This book will illustrate how to animate graphics such as maps, illustrations, and diagrams using Flash. It will show journalists how to integrate high-quality photos and audio interviews into a complete news package for the Web. Each lesson in the book is followed by a learning summary so that journalists can review the skills they have acquired along the way. In addition, the book's six case studies will allow readers to study the characteristics of news packages created with Flash by journalists and Web developers at The Washington Post, MSNBC.com, and Canadian and European news organizations.

Print designers make the transition to multimedia by mastering the interactive capabilities of InDesign with this tutorial-based guide to the new CS5 toolset that integrates with the Adobe Flash platform.

Learning Flash CS4 Professional offers beginners and intermediate Flash developers a unique introduction to the latest version of Adobe's powerful multimedia application. This easy-to-read book is loaded with full-color examples and hands-on tasks to help you master Flash CS4's new motion editor, integrated 3D system, and character control with the new inverse kinematics animation system. No previous Flash experience is necessary. This book will help you: Understand Flash fundamentals with clear, concise information you can use right away Learn key concepts and techniques in every chapter, with annotated screenshots and illustrations Develop an ongoing project that utilizes material from every chapter Practice new skills and test your understanding with constructive exercises Learn how to package your work for distribution on the Web and through AIR desktop applications Download sample files and discuss additional Flash features on the companion blog As part of the Adobe Developer Library, this is the most authoritative guide to Flash CS4

available. Get moving with Flash today!

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.

Critically-acclaimed training includes interactive video and a printed guide to teach the basics of Flash - now fully revised for CS5 • •Complete training program offers 18 hours of high quality HD video tutorials from experienced trainers and a 120 page printed guide. •Only Adobe-approved video courseware for Adobe Certified Associate exam. • 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.

Photoshop CS5 is included with the Creative Suite 5.5 bundle. This book covers the version of Photoshop that ships with both Creative Suite 5 and Creative Suite 5.5. Photoshop is the world's most popular image-editing software, with more than four million users worldwide. This full-color book with video tutorials works together to create an entire Photoshop training which photographers, Web designers, and graphic designers can complete at their own pace. Fourteen lessons cover the features and capabilities of the newest version of Photoshop while teaching all the essential skills. Photoshop is the image-editing software preferred by professional photographers and designers around the world; the latest version includes new functionality and enhanced tools Each of the 14 lessons developed by Adobe certified instructors includes step-by-step instructions, lesson files, and video tutorials Covers Adobe Bridge, Camera RAW, masks and layers, painting and retouching, selections and layers, and more, taking you from the basics through intermediate-level skills Photoshop CS5 Digital Classroom allows you to learn Photoshop from the experts who create official Adobe training materials, and do it at your own speed. Note: DVD and other supplementary materials are not included as part of eBook file. These materials are available for download upon purchase.

A book-and-DVD training package so you can learn Premiere Pro at your own pace Premiere Pro is a powerful, timeline-based video editing software, and this personal training course uses a full-color book plus video tutorials on DVD to teach you how to use all its features. Fifteen self-paced lessons encourage you to discover the creative possibilities that Adobe's Premiere Pro presents. Step-by-step directions, lesson files, and an instructional video demonstrate the many exciting features of Premiere Pro. You can learn from leading instructors, and do it at your own pace. Premiere Pro is an advanced video-editing program available at an affordable price; this book-and-DVD package offers step-by-step training on its abilities Presents 15 lessons in full color, supported by video tutorials and lesson files on the DVD, all of which allow you to work at your own pace Demonstrates how to work with a variety of popular film styles featuring the latest in editing techniques at the highest quality possible Premiere Pro Digital Classroom is like having your own personal instructor to teach you Premiere Pro right in your own home or office.

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