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**ADOBE FLASH CS5 REVEALED** provides a comprehensive yet concise introduction to Adobe Flash CS5 Professional and the art of creating exceptional interactive experiences, animations and applications that run on the Web, on the desktop and on mobile devices. The book begins with a discussion of fundamental concepts, which sets the stage for specific Flash skill development. A series of step-by-step tutorials follows that fully explains how to create animations, use special effects, draw objects, incorporate sound and video, develop for mobile devices and program in ActionScript 3.0. **ADOBE FLASH CS5 REVEALED** examines the new and enhanced features of CS5 including Code Snippets - blocks of code that save the effort of typing ActionScript; Text Layout Framework provides text flowing, character coloring and column creation; improved video capabilities; and inverse kinematics, a feature that allows you to manipulate Flash objects using the Bone tool in order to create sophisticated animations. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. This is the eBook version of the printed book. If the print book includes a CD-ROM, this content is not included within the eBook version. 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 el. Learn how, as a Flash designer, you can set up a Flash CS5 environment to publish Android apps. Understand how to Design and develop for Android hardware Configure the Android SDK publish setting Set up Flash CS5 for Android Development Install your AIR application onto an Android OS Build your fist application for Android using Flash CS5 With the foundation built, you are now ready to focus on creating great AIR solutions with Flash CS5 for the Android platform. Create a website that gets noticed! If you want to design, build, and manage a professional-looking website, Dreamweaver CS5.5 is for you. Packed with design and development tricks, The Complete Idiot's Guide to

**Dreamweaver CS 5.5 is packed with design and development tricks. This helpful guide gives you everything you need to know to get your website up and running. In it, you get: -- A look at the Dreamweaver interface, with tips for successfully navigating all the panels, buttons, and toolbars. -- Click-by-click directions for creating a basic web page, adding content, and establishing a document structure. -- A primer on using CSS to format your site, add images and tables, and more. -- Hints for simplifying and streamlining the design process, implementing the tag, and adding structure with AP elements. -- Guidelines for creating page layouts suitable for multiple screen sizes, from smartphones and tablets to full-size computers. -- Pointers for adding widgets, Adobe Flash videos, and other interactive web technologies to your site. 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. Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Illustrator CS5 choose Adobe Illustrator CS5 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 15 project-based lessons in this book show readers step-by-step the key techniques for working in Illustrator CS5. Readers learn how to create vector artwork for virtually any project and across multiple media: print, websites, interactive projects, and video. In addition to learning the key elements of the Illustrator interface, they'll learn how to integrate their artwork with Adobe Flash movies, Adobe InDesign layouts, and Adobe Flash Catalyst software to add interaction to their designs. This completely revised CS5 edition covers new perspective drawing tools, variable-width watercolor strokes, multiple artboards with video-specific presets, the new realistic Bristle brush and Shape Builder tool, and the ability to maintain consistent raster effects across media. "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. ¿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](http://www.sessions.edu). EXPLORING ADOBE FLASH CS5 offers an in-depth, design-driven introduction to Adobe's industry-standard 3D animation and multimedia software program, with its rich features and tool sets, widely used today by designers, developers, animators, educators, and students. At an introductory level, the book explains the primary applications of the program: graphics, animation, interactive authoring, and audio and video integration. Each lesson builds reader understanding of all that Adobe Flash has to offer while providing an opportunity to explore each of these application areas individually as well as in the context of a complete project or interactive experience. By the end of the text, readers can design their own Adobe Flash web sites, movies, and presentations, complete with graphics, animation, text, and interactive events such as buttons and video and audio playback. Interweaving design concepts with valuable advice from professionals in the field, EXPLORING ADOBE FLASH CS5 delivers a practical, results-oriented approach to learning Flash. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. Flash CS5 es la última versión del software más utilizado en la creación de contenidos para sitios Web y dispositivos móviles. Esta versión incluye numerosas novedades, entre las que destaca una mayor integración con el resto de productos de la familia Adobe para establecer un mejor flujo de trabajo en sus proyectos. Este libro, estructurado en 17 capítulos, abarca desde lo más básico -conocer la herramienta y realizar sus primeras animaciones-, hasta labores más complejas como la creación de scripts de programación o complementar sus películas con audio o vídeo, antes de exportarlas a distintas plataformas y dispositivos. El estilo del texto, directo y acompañado de notas y trucos, proporciona una lectura ágil y amena que garantiza un aprendizaje cómodo y eficaz. 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. Learn Flash in a flash with this full-color book and video training package! Adobe Flash is used by designers, game programmers, and hobbyists to create interactive Web sites, digital experiences, and mobile content. The latest release of Flash promises exciting new capabilities and this book-and-video training package makes learning the new features of Flash less intimidating. Fifteen self-paced lessons encourage you to discover essential skills and explore new aspects of Flash. The tutorials featured in the videos are each approximately five minutes long and supplement the concepts and topics covered in the lessons. Features full-color, step-by-step tutorials that complement the topics covered in each lesson Demonstrates the basics of using the newest release of Flash, such as using layers and instances to build animation sequences Covers intermediate and advanced capabilities, such as using ActionScript to create interactive

Web page components Jam-packed with information, this book takes you from Flash basics through intermediate-level topics and helps you find the information you need in both print and video. Note: DVD and other supplementary materials are not included as part of eBook file. These materials are available for download upon purchase. 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. 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. Flash CS4 Professional Digital Classroom is like having a personal instructor guiding readers through each lesson, while they work at their own pace. This book includes 13 self-paced lessons that let readers discover essential skills and explore new features and capabilities of Adobe Flash Professional. Every lesson is presented in full color with step-by-step instructions. Learning is reinforced with video tutorials and lesson files on a companion DVD that were developed by the same team of Adobe Certified Instructors and Flash experts who have created many of the official training titles for Adobe Systems. Each video tutorial is approximately five minutes long and demonstrates and explains the concepts and features covered in the lesson. This training package shows the basics of using the program, such as using layers and instances to build animation sequences, as well as advance features, such as using ActionScript to create interactive Web page components. Jam-packed with information, this book and DVD takes users from the basics through intermediate level topics and helps readers find the information they need in a clear, approachable manner. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file. Flash representa un componente esencial para el diseño Web. Gracias a él se puede aumentar el valor cualitativo de cualquier Web, desde una sencilla animación hasta el diseño de un sitio completo de alto rendimiento, ya que sus películas pueden incorporar incluso elementos interactivos, como botones o menús, que amplían sus posibilidades. Todo ello sin recurrir a conocimientos de programación y con archivos resultantes de tamaño extremadamente reducido, lo que las convierte en candidatas perfectas para su aplicación a páginas Web. Mediante esta guía cualquier lector controlará con seguridad el manejo Flash de manera fácil gracias al método de enseñanza empleado, que se basa

en la descripción sencilla y detallada de sus funciones, con ejemplos y ejercicios que simplifican la comprensión de la materia y le habitúan al uso del programa. Además, a lo largo de la obra, se desarrolla un macroejercicio con el que se diseña una película Flash completa, que se va completando capítulo a capítulo. Su lectura progresiva desvela los secretos de este sistema y proporciona resultados realmente sorprendentes. A full-color guide for getting rewarding results with Flash CS5! Flash is used in the creation of web animation, games, media rich websites, presentations, and more. Adobe's Flash CS5 product has been divided into three separate products custom-tailored 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 and all it can do to add some flair to your site. 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 using Flash for online publishing and mobile designs Addresses how to turn existing images into interactive sites or interfaces with Catalyst Offers helpful tips on troubleshooting and best practices for creating interactive websites 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! La colección Manuales ofrece cursos prácticos de los más importantes programas del sector informático, dirigidos tanto a usuarios noveles como a usuarios que trabajan habitualmente con esos programas y desean ampliar sus conocimientos. En este manual dedicado a Flash CS5, uno de los programas más utilizados en el ámbito del diseño gráfico animado, se estudiarán en profundidad muchas de sus utilidades. Flash es uno de los programas de la suite de Adobe y es actualmente el programa de animación vectorial más popular. Flash utiliza gráficos vectoriales, código de programa, flujo de vídeo y audio para crear animaciones totalmente profesionales. Desde su primera aparición en el mercado en el año 1996, su interfaz y herramientas han ido mejorando hasta hacer posible que la organización y modificación de todos los elementos del producto sea ágil y fluida y los resultados sean cuidados y competentes. La versión CS5 de Flash ha incorporado varias novedades que continúan mejorando el programa. Entre las principales novedades de InDesign CS5, destacan la interacción entre InDesign y otros programas de la suite Adobe. Cada vez resulta más sencillo trabajar con los distintos programas de la suite, como Photoshop o Dreamweaver, para la creación de un único documento. Suele ser habitual que las creaciones de Flash puedan publicarse en páginas web y por tanto la interacción con Dreamweaver es altamente útil. Por otro lado, los nuevos muelles para la herramienta Hueso, y las recomendaciones de ActionScript le ayudarán a crear asombrosos proyectos con mayor facilidad. Garantizamos que si el lector realiza correctamente todos los ejercicios que componen los apartados de este volumen será capaz de manejarse con Flash CS5 y podrá aplicar los conocimientos avanzados adquiridos sobre animaciones y películas, aprovechando así al máximo las principales utilidades que ofrece el programa. Adobe Flash proporciona un sistema para crear animación y objetos interactivos destinados, sobre todo, a las páginas Web de Internet, debido al escaso tamaño que ofrecen las películas resultantes. Sus herramientas contienen funciones que nos permiten dibujar objetos, incorporar otros de distintos programas y animarlos mediante la clásica línea

de tiempo que emplean todos los sistemas de animación multimedia (como Adobe Director). Dreamweaver is the tool most widely used for designing and managing professional-looking websites, but it's a complex program. That's where Dreamweaver CS5.5: The Missing Manual comes in. With its jargon-free explanations, 13 hands-on tutorials, and savvy advice from Dreamweaver expert Dave McFarland, you'll master this versatile program with ease. Get A to Z guidance. Go from building your first web page to creating interactive, database-driven sites. Build skills as you learn. Apply your knowledge through tutorials and downloadable practice files. Create a state-of-the-art website. Use powerful, easy-to-use tools such as CSS3 and Spry effects to build visually rich, fast-loading pages. Add instant interactivity. Choose from pre-packaged JavaScript programs to add drop-down menus, tabbed panels, forms, and other features. Tap into databases. Connect your site to a database and build pages that dynamically sort and display stored information. Go mobile. Build and preview websites for smartphones and tablets. Discover hidden tips and tricks. Get undocumented workarounds and shortcuts. This book is a design-slanted guide aimed at giving aspiring Flash designers a solid grounding in the new version, as well as giving established Flash designers a clear look over the new flash CS3 features. Written by renowned Flash designers Tom Green and David Stiller, it features real world examples throughout, presented in an accessible, friendly tutorial style. No other beginner's Flash CS3 guide is specifically aimed at designers. Flash still remains a huge market area, and in 2007 Adobe released Flash CS3 which boasts a whole host of new features for Flash designers to get excited about. This official training guide from Adobe will teach readers all they need to know to create rich interactive experiences with Flash Catalyst CS5, Adobe's exciting new interaction design tool. Flash Catalyst CS5 lets designers create real Adobe Flash and Adobe AIR applications without having to learn ActionScript. Using step-by-step instructions in projects that progressively build skills, readers of this Classroom in a Book will learn how to prepare and import artwork from applications such as Adobe Photoshop and Fireworks into Catalyst, and then add interactive functionality in a familiar interface and with tools that are intuitive to use. Readers will learn how libraries let them organize and reuse assets, how to use layers to view and control objects, how to work with pages and states to create interactive components, how to add transitions and action sequences, and how to work with video and sound. Readers will also learn to incorporate Flash files from other applications and use Flash Builder to extend their projects' functionality. The companion CD provides users with all the sample files they need to complete all the projects. "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 Catalyst CS5.5 updates are available for this title. Simply register your product at [www.peachpit.com/register](http://www.peachpit.com/register) and you will receive the updates when they become available. Provides step-by-step instructions on creating Flash animation, covering such topics as transformation and

distortion, masking, motion techniques, character animation, working with sound, and interactivity. 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! 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](http://www.peachpit.com/register) and you will receive the updates when they become available. 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. 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](http://blog.ajarproductions.com), and his portfolio at [putney.ajarproductions.com](http://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](http://www.peachpit.com/register) and you will receive the updates when they become available. Once you know how to use Flash, you can create everything from simple animations to high-end desktop applications, but it's a complex tool that can be difficult to master on your own-unless you have this Missing Manual. This book will help you learn all you need to know about Flash CS5 to create animations that bring your ideas to life. Learn animation basics. Find everything you need to know to get started with Flash Master the Flash tools. Learn the animation and effects toolset, with clear explanations and hands-on examples Use 3D effects. Rotate and put objects in motion in three dimensions Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions Speed up development. Use templates, code snippets, and motion presets Design applications. Get an intro to building full desktop applications with Flash and Adobe AIR Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples Flash es el líder para la creación de sitios Web interactivos y animaciones de todo tipo. En esta nueva versión, denominada Flash CS5 Professional, encontrará un magnífico producto que, una vez más, supera al anterior y sorprende con sus nuevas prestaciones. Mediante Flash CS5 podrá crear efectistas animaciones y controlar vídeo y sonido con solo unos pocos pasos. Además, podrá crear sistemas de huesos para

experimentar con la cinemática inversa, aplicar muchos nuevos efectos y trabajar en 3D. Este libro constituye la herramienta ideal para aprender a trabajar con Flash CS5. El autor ha reunido múltiples ejercicios prácticos complementados con asequibles explicaciones, poniéndose siempre del lado del lector y tratando de llevarle a una comprensión total y amena del programa. En suma, el lector encontrará en esta obra: - Completas y detalladas explicaciones asequibles a todos los niveles. - Estructura orientada hacia el avance progresivo en el programa. - Múltiples ilustraciones de apoyo a la explicación. - Descripción de trucos y detalles que no aparecen en los manuales. - 79 EJERCICIOS completos paso a paso para afianzar los conocimientos. - 38 PRÁCTICAS paso a paso para complementar las explicaciones. - 76 EJEMPLOS de apoyo a determinadas figuras del libro. Flash CS5 es principal aplicación del mercado para la creación de contenidos interactivos para la web, escritorio y dispositivos móviles. Incluye además un montón de novedades, como la nueva gestión de textos, las mejoras en la escritura de scripts, las nuevas opciones de dibujo o la integración con otras aplicaciones de Adobe. Este libro está estructurado en 20 capítulos que van incrementando de forma progresiva su complejidad para mostrar todas las herramientas fundamentales de Flash. Desde el diseño de imágenes, hasta la creación de scripts para controlar el funcionamiento de las páginas web, el lector aprenderá a insertar texto, sonido, imágenes, crear animaciones, añadir interactividad y publicar los proyectos generados. Se incluyen además dos apéndices para que el lector realice una correcta instalación y configuración de Flash. La metodología utilizada en este libro, comenzando por las nociones básicas y terminando por los conceptos más avanzados, garantiza un aprendizaje cómodo y eficaz. El estilo del texto, directo y acompañado de notas y trucos, proporciona una lectura ágil y amena. Learn Flash in a flash with this full-color book and video training package! Adobe Flash is used by designers, game programmers, and hobbyists to create interactive Web sites, digital experiences, and mobile content. The latest release of Flash promises exciting new capabilities and this book-and-video training package makes learning the new features of Flash less intimidating. Fifteen self-paced lessons encourage you to discover essential skills and explore new aspects of Flash. The tutorials featured in the videos are each approximately five minutes long and supplement the concepts and topics covered in the lessons. Features full-color, step-by-step tutorials that complement the topics covered in each lesson Demonstrates the basics of using the newest release of Flash, such as using layers and instances to build animation sequences Covers intermediate and advanced capabilities, such as using ActionScript to create interactive Web page components Jam-packed with information, this book takes you from Flash basics through intermediate-level topics and helps you find the information you need in both print and video. Note: DVD and other supplementary materials are not included as part of eBook file. These materials are available for download upon purchase. Este libro está indicado para todos aquellos lectores que quieran comenzar a trabajar en el mundo de la animación con Flash. Se explicarán todas las herramientas que ofrece esta potente herramienta, ilustrando con ejemplos sencillos su funcionamiento. Una vez conocidas las herramientas y ayudas que ofrece la aplicación al usuario, se comenzará a explicar y trabajar con todos los elementos que forman parte de una animación, como son los símbolos, instancias, textos, etc. Seguidamente, se trabajará con todos los tipos de animación que hacen de Flash la herramienta más eficaz del mercado en cuanto a

animación. Cada animación estará complementada con ejemplos explicativos, haciendo la lectura más interactiva y dinámica. El lector podrá crear animaciones de gran complejidad, dotándole Flash de una cantidad ilimitada de posibilidades a la hora de trabajar, restringiéndose únicamente a la imaginación del propio lector. Flash is one of the most engaging, innovative, and versatile technologies available—allowing the creation of anything from animated banners and simple cartoons to rich Internet applications, interactive videos, and dynamic user interfaces for web sites, kiosks, devices, or DVDs. The possibilities are endless, and now it just got better. Flash CS5 boasts a host of new features, including better support for mobile devices, a whole new animation engine enabling full manipulation of tweens and paths, custom easing, improved inverse kinematics, a revamped timeline, built-in 3D, and much more. This book is all you'll need to learn Flash CS5 from the ground up. If you already have Flash experience, this book will allow you to quickly catch up on all the cool new features. Flash experts Tom Green and Tiago Dias guide you step-by-step through all facets of Flash CS5, keeping the emphasis firmly on good design techniques that you use in your own projects. Learn Flash design from the ground up, or just get to grips with the new features, with a series of step-by-step tutorials. Provides an easy introduction to ActionScript 3.0 coding, but the focus is mainly kept on design. Learn from the experts—written by renowned Flash designers Tom Green and Tiago Dias. Flash CS5 es el programa líder en el sector del diseño gráfico para crear contenidos interactivos y animaciones de un atractivo formidable. Con este manual aprenderá a utilizar este impresionante software, mejorado y ampliado, con sus propias creaciones. En esta versión de Flash, Adobe ha incluido distintas novedades, tanto en lo que se refiere a su interfaz, que ahora es mucho más sencilla, como a sus herramientas y funciones. Con este libro Aprenderá a crear movimientos más flexibles, elásticos y reales gracias a la nueva aplicación Muelles, incorporada en la herramienta Huesos. Podrá introducir códigos de ActionScript con mayor facilidad y rapidez utilizando el Editor de ActionScript mejorado que incluye una finalización y sugerencia de códigos de clase personalizada. Además, gracias al nuevo Panel de fragmentos de código, podrá programar interacciones comunes de ActionScript sin necesidad de conocer el lenguaje de programación. Podrá incorporar efectos de animación avanzada a sus películas de forma rápida, sencilla y eficaz gracias a la herramienta de dibujo Deco que incluye una gran cantidad de elementos predefinidos listos para aplicar. Controlará los textos insertados en sus películas de Flash mediante tipografía de impresión gracias al nuevo motor de texto Text Layout Framework, el mismo que se utiliza en los programas más avanzados de maquetación. Once you know how to use Flash, you can create everything from simple animations to high-end desktop applications, but it's a complex tool that can be difficult to master on your own-unless you have this Missing Manual. This book will help you learn all you need to know about Flash CS5 to create animations that bring your ideas to life. Learn animation basics. Find everything you need to know to get started with Flash Master the Flash tools. Learn the animation and effects toolset, with clear explanations and hands-on examples Use 3D effects. Rotate and put objects in motion in three dimensions Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions Speed up development. Use templates, code snippets, and motion presets Design applications. Get an intro to building full desktop applications with Flash and Adobe AIR Create rich interactive

animations. Dive into advanced interactivity with easy-to-learn ActionScript examples. 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](http://www.peachpit.com/register) and you will receive the updates when they become available. 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. This official training guide from Adobe will teach readers all they need to know to create rich interactive experiences with Flash Catalyst CS5, Adobe's exciting new interaction design tool. Flash Catalyst CS5 lets designers create real Adobe Flash and Adobe AIR applications without having to learn ActionScript. Using step-by-step instructions in projects that progressively build skills, readers of this Classroom in a Book will learn how to prepare and import artwork from applications such as Adobe Photoshop and Fireworks into Catalyst, and then add interactive functionality in a familiar interface and with tools that are intuitive to use. Readers will learn how libraries let them organize and reuse assets, how to use layers to view and control objects, how to work with pages and states to create interactive components, how to add transitions and action sequences, and how to work with video and sound. Readers will also learn to incorporate Flash files from other applications and use Flash Builder to extend their projects' functionality. The companion CD provides users with all the sample files they need to complete all the projects. "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. 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. 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.

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