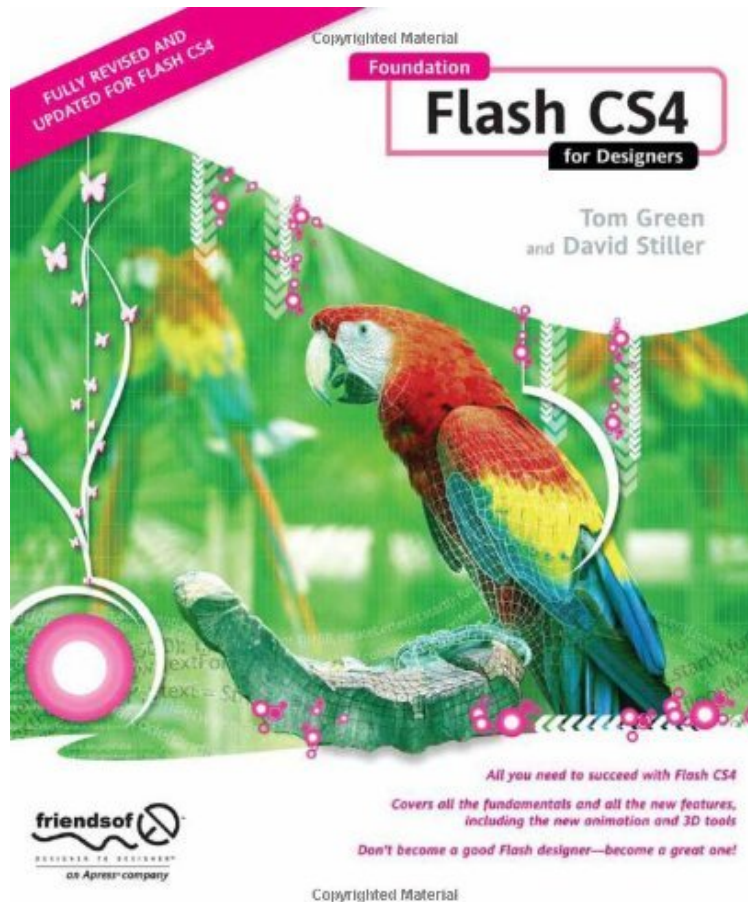


[Free] Foundation Flash CS4 for Designers

Foundation Flash CS4 for Designers

Von Tom Green, David Stiller

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Von Tom Green, David Stiller : Foundation Flash CS4 for Designers before purchasing it in order to gage whether or not it would be worth my time, and all praised Foundation Flash CS4 for Designers:

KundenrezensionenHilfreichste Kundenrezensionen2 von 2 Kunden fanden die folgende Rezension hilfreich. Flash CS4?! You will need to read this book ;-))Von Michael LohmarAs a German, usually a book written in English language wouldn't be my first choice at all. But in this case I'm rather happy about I've started to read this book first.Written in a very special style, reading in it will trap you from the very first second. The authors have managed to transfer their knowledge into words in a very refreshing and unique way and reading this book is more fun than anything else.In a difference to other publications which are boring you with simply facts, this book is giving you real (and funny) examples about things you can do with Flash CS4 and you will feel keen to follow and try them immediately.By not missing to give you all the necessary details and facts about working with Adobe Flash CS4 - teaching you about the Professional Interface, Actionscript Basics, Symbols and Libraries, Audio, Text, Video, CSS and XML - the authors archive to always stay interesting and "funny".With their knowledge and their in words

transformed fun writing this book, they make you wishing to read this book to it's end! Knowing about reading it is giving you the knowledge for a perfect Jump Start with Adobe Flash CS4.

Kurzbeschreibung In this book, you'll learn: How to create effective animations using the new Motion Editor and animation tools How to use the new 3D features to animate objects in 3D space Best-practice tips and techniques from some of the top Flash practitioners on the planet How to create captioned video and full-screen video, and deploy HD video using Flash Techniques for using the Flash UI components as well as XML documents to create stunning, interactive presentations If you're a Flash designer looking for a solid overview of Flash CS4, this book is for you. Through the use of solid and practical exercises, you will soon master the fundamentals of this latest edition of the Adobe Flash authoring tool. Using a series of carefully developed tutorials, you will be led from basic Flash CS4 techniques to the point where you can create animations, MP3 players, and customized Flash video players in no time. Each chapter focuses on a major aspect of Flash, and then lets you take the reins in a "Your Turn" exercise to create something amazing with what you've learned. This book focuses on the core skill set you need to feel at home with Flash CS4, and also introduces you to some of the biggest names in today's Flash community through interviews and actual "How To" examples, so you can learn from the masters. You will start by studying the Flash CS4 interface, and while you're at it, you'll be guided toward mastery of the fundamentals, such as movieclips, text, and graphics, which will lead you into some of the more fascinating aspects of Flash, including audio, video, animation, and 3D transformations. By the time you finish, you will have created an MP3 player and a Flash video player, been introduced to the basics of ActionScript 3.0, learned how to combine Flash with XML, styled Flash text with CSS, created animated scenes, and worked your way through a host of additional projects. All of these exercises are designed to give you the knowledge necessary to master Flash CS4 from the ground up. If you're already a seasoned Flash designer, this book will get you up to speed with the latest version in relatively short order. This book covers all of the new Flash CS4 features, such as the new animation and 3D tools, the new Adobe Media Encoder, and a pair of the coolest new additions to the Tools panel: a Spray Brush tool and a Deco tool. You can discover more about this book, download source code, and more at the book's companion website: www.foundationflashcs4.com. Summary of Contents Chapter 1: Learning the Flash CS4 Professional Interface Chapter 2: Creating Artwork in Flash Chapter 3: Symbols and Libraries Chapter 4: Actionscript Basics Chapter 5: Audio Chapter 6: Text Chapter 7: Animation Chapter 8: Animation, Part 2 Chapter 9: Flash Gets a Third Dimension Chapter 10: Video Chapter 11: Building Interfaces With the UI Components Chapter 12: CSS Chapter 13: XML (Dynamic Data) Chapter 14: Building Stuff Chapter 15: Optimizing and Publishing Flash Movies Kurzbeschreibung In this book, you'll learn: How to create effective animations using the new Motion Editor and animation tools How to use the new 3D features to animate objects in 3D space Best-practice tips and techniques from some of the top Flash practitioners on the planet How to create captioned video and full-screen video, and deploy HD video using Flash Techniques for using the Flash UI components as well as XML documents to create stunning, interactive presentations If you're a Flash designer looking for a solid overview of Flash CS4, this book is for you. 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Mitwirkende Tom Green is currently Professor of Interactive Media in the School of Media Studies at Humber College Institute of Technology and Advanced Learning in Toronto, Canada. He has written 4 previous books on Macromedia technologies, and many articles for numerous magazines and web sites, including the MX Developers Journal, Community MX, Digital Web Magazine and Computer Arts. Lastly, he has spoken at over 20 conferences internationally, including Adobe Max, NAB, FITC, MX North, Digital Design World, TODCON, and SparkEurope. David Stiller is a career multimedia programmer/designer whose portfolio includes NASA, Adobe, and major US automotive and boat manufacturers. He likes anaglyph 3D photography, finely crafted wooden game boards, Library of Congress field recordings, and Turkish coffee. David is self-taught and gets a kick out of sharing "aha" moments with others through consultation, mentoring, and regular contributions to the Adobe Flash and ActionScript forums. He is a resident author at Community MX, a web development training site geared toward Adobe products. David lives in Virginia with his amazing wife, Dawn, and his beguiling daughter, Meridian.