

Adobe Animate CC Classroom In A Book (2018 Release) (Classroom In A Book (Adobe))

The exciting new Adobe Dimension CC empowers graphic designers to create high-quality photorealistic imagery using 2D and 3D assets -- and if you have an Adobe Creative Cloud subscription, it's already included. Now, Adobe Dimension CC Classroom in a Book offers complete hands-on training to help you master it quickly and easily. Straight from Adobe Press, this is the latest in our best-selling series of official Adobe software training guides -- packed with self-paced lessons and downloadable files designed by Adobe training experts. Each chapter contains a project that builds on your growing knowledge of the program, and end-of-chapter review questions reinforce each lesson. Long-time Adobe design consultant and educator Keith Gilbert covers all you need to know about building scenes, applying and editing surface materials, customizing lighting, rendering, and much more -- even if you've never worked with 3D tools before! Use solid and practical exercises to master the fundamentals of Adobe

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Animate CC. This is one of the first comprehensive books on Adobe Animate CC to thoroughly examine and demonstrate how to create and deploy interactive and motion design content to mobile, tablet, and desktop screens. Using a series of carefully developed tutorials, Beginning Adobe Animate CC will lead you from basic Animate CC document workflows to the point where you can create animations, interactive projects, and anything else using a variety of techniques. Each chapter focuses on a major aspect of Animate CC and then lets you take over with a series of "Your Turn" exercises that let you create amazing projects based on what you have learned. Beginning Adobe Animate CC focuses on the core skill set needed to master Animate CC and while you are at it, you will be guided to the mastery of the fundamentals, such as drawing tools, movie clips, video and audio content, text, graphics, external data, components, and a solid overview of the code you need to know to take your skills to the next level. What You Will Learn: Create and deploy animated and interactive content for the HTML 5 universe. Create images and vector graphics for use in Animate CC. Examine a variety of animation techniques that make full use of the Animate CC timeline. Add video and audio content

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to an Animate CC project. Use many of the graphic creation tools in Animate CC. Publish your projects to a variety of formats. Who This Book is For: Those who are proficient in creating and publishing animated and interactive web-based content. It will also help those who are proficient in using Adobe Flash Professional CC to understand the improvements and new workflows found in Adobe Animate CC. div 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.

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Animate choose Adobe Animate CC Classroom in a Book (2018 release) from Adobe Press. The 12 project-based step-by-step lessons in this book show users the key techniques for working in Animate. Adobe Animate CC provides more expressive tools, powerful controls for animation, and robust support for playback across a wide variety of platforms. Learn how to use and create vector-based brushes for painterly effects. Gain more advanced control over complex animations with the Camera tool, and learn to focus the action

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on different parts of the Stage. Explore the new Layer Depth panel which lets you control the depth level of individual layers, creating a more realistic sense of space. Support for SVG, WebGL, HTML5 animation and video, and seamless collaboration with other designers and with other Adobe applications through Creative Cloud libraries make Adobe Animate the ideal development environment for creative animation and multimedia. The online companion files include all the necessary assets for readers to complete the projects featured in each lesson as well as ebook updates when Adobe releases relevant new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

Adobe InDesign Classroom in a Book (2020 release)

Adobe Dimension CC Classroom in a Book (2019 Release)

Adobe Photoshop CC Classroom in a Book (2018 release)

Adobe After Effects CS3

Adobe Animate CC Classroom in a Book

Knowing the industry-standard animation and interactivity tool Adobe Animate CC can help you get a foothold in the

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exciting web design and mobile app-development world. Learn Animate CC by building cool creative projects that will teach you how to: Design and animate vector artwork Compose an animated greeting card using HTML5 Build a promotional video with text and images animated in 3D Build an interactive poem generator using JavaScript Construct a working digital clock using ActionScript Design and code an interactive quiz for mobile devices This study guide uses video integrated with text to help you gain real-world skills that will get you started in your career designing and building multiplatform animations using Adobe Animate CC and lays the foundation for taking the Adobe Certified Associate certification exam in that field. A mix of 7 project-based lessons, 10 hours of practical videos, and interactive quizzes prepares you for an entry-level position in a competitive job market. Purchasing this book gives you access to valuable online extras. Follow the instructions in the book's "Getting Started" section to unlock access to: Web Edition containing instructional video embedded in the

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complete text of the book with interactive review questions along with product updates Downloadable lesson files you need to work through the projects in the book

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

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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

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Adobe After Effects Classroom in a Book (2020 release) is the best-selling guide to Adobe's powerful motion graphics program. The 15 project-based lessons in this book teach students step-by-step the key techniques for working efficiently in After Effects and delivering in the widest possible range of media types. In addition to the key elements of the After Effects interface, this revised edition covers new features and techniques. Learn how to create, manipulate, and optimize motion graphics for film, video, DVD, the web, and mobile devices. Gain hands-on experience animating text and images, customizing a wide range of effects, tracking and syncing content, rotoscoping, removing unwanted objects, and correcting color. Learn to create 3D content with both After Effects and Maxon Cinema 4D Lite (included with the software). The online companion files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers

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of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

Those creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Audition CS6 choose Adobe Audition CS6 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 16 project-based lessons in this book show readers step-by-step the key techniques for working in Audition CS6. Part 1 covers the basics of audio interfacing and the Audition environment. Next, readers will explore working in Waveform View, performing such tasks as basic editing, signal processing, audio restoration, mastering, and creating and recording files. Finally, in Part 3 on Multitrack View, they will learn about basic multitrack orientation and track parameters, creating music with sound libraries and by overdubbing, mixing strategies, and working with video. The companion disc includes lesson files so readers can work along with the book. “The Classroom in a Book series is by far the best

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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. ; ; Author(s) Expertise The Adobe Creative Team is made up of designers, writers, and editors who have extensive, real-world knowledge of and expertise in using Adobe products. They work closely with the Adobe product development teams and Adobe's Instructional Communications team to come up with creative, challenging, and visually appealing projects to help both new and more experienced users get up to speed quickly on Adobe software products. All of Peachpit's eBooks contain the same content as the

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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.

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Adobe Photoshop CS6 Classroom in a Book

Classroom in a Book : the Official Training Workbook from
Adobe Systems

How to Cheat in Adobe Animate CC

Learn Adobe Animate CC for Interactive Media

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comprehensive way to learn Adobe InDesign choose Adobe InDesign Classroom in a Book (2020 release) from Adobe Press. The project-based step-by-step lessons show users the key techniques for working in InDesign. Designers will build a strong foundation of typographic, color, page layout, and document-construction skills that will enable them to produce a broad range of print and digital publications—from a simple postcard to an interactive Adobe PDF with form fields. The real-world tasks in this comprehensive book are presented in easy-to-follow lessons and are designed to train beginning Adobe InDesign users in the program—from fundamental features to powerful layout and output skills. The online companion files include all the necessary assets for readers to complete the projects featured in each lesson. All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

Step into the world of animation and go beyond the fundamentals of Adobe Animate to bring experiences to life through expert-led content Key Features Produce rich motion graphics and interactive animations for multiple platforms and discover different ways to

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use AnimateExplore the key features and enhancements in the latest Adobe Animate releaseTake your Adobe Animate projects to the next level by delving into creative workflowsBook Description Adobe Animate is platform-agnostic asset creation, motion design, animation, and interactivity software. Complete with step-by-step explanations of essential concepts, practical examples, and hands-on walkthroughs, this book shows you how to use Adobe Animate to create immersive experiences by breaking through creative limitations across every medium. You will begin by getting up to speed with what you need to know about Adobe Animate quickly. Next, you will learn how to get started with Animate as a creative platform and explore the features introduced in the most recent version of the software. Moving on, you'll consume and produce media assets for multiple platforms through both the publish and export workflows. Following this, you'll delve into advanced rigging techniques and discover how to create more dynamic animation with advanced depth and movement techniques. You'll also find out how to build projects such as games, virtual reality experiences, and apps for various platforms. The book concludes with an examination of

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different methods used to extend the software for various needs. By the end of this book, you'll be able to produce a variety of media assets, motion design materials and animated artifacts, and interactive content pieces - all while targeting a variety of platforms including HTML5 Canvas, WebGL, and mobile devices. What you will learnGain a solid understanding of Adobe Animate foundations and new featuresUnderstand the nuances associated with publishing and exporting rich media content for various platformsMake use of advanced layering and rigging techniques to create engaging motion contentCreate dynamic motion by using the camera and variable layer depth techniquesDevelop web-based games, virtual reality experiences, and multiplatform mobile applicationsExtend Animate with extensions, application-level scripting, and the creation of custom integrated tutorialsWho this book is for This book is for web, graphic, and motion design professionals with basic experience in animation who want to take their existing skills to the next level. A clear understanding of basic animation concepts will help you to get the most out of this book and produce impressive results. Creative professionals seeking the fastest, easiest, most

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comprehensive way to learn Adobe Premiere Pro CC (2018 release) choose Adobe Premiere Pro CC Classroom in a Book (2018 release) from Adobe Press. The 18 project-based lessons in this book show users step-by-step the key techniques for working in Premiere Pro. Learn to edit video in Adobe Premiere Pro CC 2018 and get the most out of your workflow. Take a project from beginning to end and learn to organize media, add audio, create transitions, produce titles, and add effects. Take your projects further by sweetening and mixing sound, compositing footage, adjusting color, using advanced editing techniques, managing projects, working with 360 video for VR headsets, animating graphics, exporting, and much more. The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases relevant new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

Knowing the industry-standard animation and interactivity tool Adobe Animate CC (previously known as “Flash Professional”) can

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help you get a foothold in the exciting web design and mobile app-development world. Learn Animate CC by building cool creative projects that will teach you how to: Design and animate vector artwork Compose an animated greeting card using HTML5 Build a promotional video with text and images animated in 3D Construct a working digital clock using ActionScript Design and code an interactive quiz for mobile devices This study guide uses more than 6 hours of video integrated with text to help you gain real-world skills that will get you started in your career designing and building interactive media using Adobe Animate CC. It lays the foundation for taking the Adobe Certified Associate (ACA) exam in Interactive Media Using Adobe Flash Professional CC (name correct at press time) and helps prepare you for an entry-level position in a competitive job market. Purchasing this book gives you access to valuable online extras. Follow the instructions in the book's "Getting Started" section to unlock access to: The Web Edition containing instructional video embedded in the complete text of the book with interactive review questions along with product updates Downloadable lesson file you need to work through the projects When creating the

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Adobe Certified Associate examination, Adobe conducted research to identify the foundational skills students need to effectively communicate using digital media tools. Based on feedback from educators, design professionals, businesses, and educational institutions around the world, the objectives cover entry-level skill expectations for each topic. The ACA exams have proved to be highly successful around the world. To create this new product, Peachpit and Adobe Press have joined forces with team of outstanding instructors who have a great track record getting students certified: Rob Schwartz and his colleagues at BrainBuffet.com Joseph Labrecque is a senior interactive software engineer at the University of Denver where he also teaches classes on Adobe Animate CC (formerly Flash Professional), web animation, graphics production, and mobile application design. Joseph is an Adobe Education Leader (AEL) and an Adobe Community Professional. He received the Adobe Education Impact Award in 2010 and currently serves on the AEL Advisory Board. Joseph produces written and video content for Adobe Press, Peachpit, O'Reilly, Lynda.com, and BrainBuffet.com. What you need to use this book: Adobe Animate CC (2015 release)

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software, for either Windows or Mac OS. (Software not included.)

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Learn Adobe Animate CC for Multiplatform Animations

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Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Premiere Pro CC (2018 release) choose Adobe Premiere Pro CC Classroom in a Book (2019 release) from Adobe Press. The 18 project-based lessons in this book show users step-by-step the key techniques for working in Premiere Pro. Learn to edit video in Adobe Premiere Pro CC 2019 and get the most out of your workflow. Learn how to take a project from beginning to end, organize media, add audio, create transitions, produce titles and captions, and add effects. Take your projects further by sweetening and mixing sound, compositing footage, adjusting color, using advanced editing techniques, managing projects, working with 360 video for VR headsets, animating graphics and video, exporting, and much more. Workflows incorporating Adobe Photoshop, Adobe After Effects, and Adobe Audition expand your creative options. The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases relevant new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

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Would you rather take months to learn every tool, every feature, and every concept in Adobe Animate or start right now making your own creations with just a few steps? Myra Ferguson is teaming up with Chris Georgenes to help you create great animation, bring objects to life with cool motion effects, and enhance your productivity in Animate CC! How to Cheat in Adobe Animate CC is a goldmine of artistic inspiration, time-saving practical tips, and step-by-step walkthroughs. Let your sasquatch sunbathe, your coyote howl, and your lint spider see the light of day. With real-world projects and project source files, you can follow along and try for yourself. This book includes all NEW content and cheats for Animate CC, such as making cinemagraphs, creating a double exposure effect, speeding up

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the process of making real life doodles, simulating a bokeh effect, converting your documents to HTML5, and more. Key Features • Glimpse into the workflow of digital media and animation experts and apply practical techniques and tips to your own projects with source files, examples, and tutorials. • Learn a myriad of tricks based on real-life working methods to help you work faster and more efficiently with new features in Adobe Animate CC and the Creative Cloud. • Work from the problem to the solution to gain the best possible results from Animate.

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Beginning Adobe Animate CC

Adobe After Effects CC

Learn to Efficiently Create and Deploy Animated and Interactive Content

Mastering Adobe Animate 2021

Adobe Certified Associate Exam Preparation

Creative professionals seeking the fastest, easiest, most comprehensive way to learn . Animate choose Adobe Animate Classroom in a Book (2020 release) from Adobe Press. The 11 project-based step-by-step lessons in this book show users the key techniques working in Animate. Adobe Animate provides more expressive tools, powerful controls for animation, and robust support for playback across a wide variety of platforms. Create interactive virtual reality immersive environments with VR 360 and VR Panorama documents. Gain advanced control over character animations with layer parenting and driven lip syncing. Learn to create dynamic strokes with the new fluid brush, and work

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smarter with the revamped Timeline, Tools palette and Properties inspector. Support for SVG, WebGL, HTML5, animated GIFs, and HD video, and seamless collaboration with other designers and with other Adobe applications through Creative Cloud libraries make Adobe Animate the ideal development environment for creative animation and multimedia. Classroom in a Book is the best-selling series of hands-on software training books designed to help you learn the features of Adobe software quickly and easily. Developed by the training experts at Adobe Systems, these books offer complete, self-paced lessons designed to fit your busy schedule and help you learn the features of Adobe software quickly and easily. The online companion files include all the necessary assets for students to complete the projects featured in each chapter as well as eBook updates whenever Adobe releases new features for Creative Cloud customers. And all buyers of the book receive full access to the Web Edition: a Web-based version of the complete eBook enhanced with video and interactive multiple-choice quizzes.

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graphics, text, animation, and video; build rich interactive applications; add links to text and images; add interactive elements to your sites, such as HTML5-compatible video and animation; work with HTML5 and CSS3 code and structures; and publish a finished site to the web. The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and interactive multiple-choice quizzes. As always with the Classroom in a Book, Instructor Notes are available for teachers to download.

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Photoshop choose Adobe Photoshop Classroom in a Book (2020 release) from Adobe. The 15 project-based lessons show key step-by-step techniques for working in Photoshop, including how to correct, enhance, and distort digital images, create image composites, and prepare images for print and the web. In addition to learning the essential elements of the Photoshop interface, this revised edition for the 2020 release covers features like the Object Selection tool, saving Cloud Documents for easy access from Photoshop on other devices such as the Apple iPad, removing objects with upgraded Content-Aware Fill, applying styles and objects such as gradients and shapes, instantly using redesigned Presets panels, and much more! The online companion files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers of the book get

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video and multiple-choice quizzes.

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Professional

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This Web Edition is available for free with the purchase of the Adobe Dreamweaver CC Classroom in a Book (2015 release) print book or eBook. A Web Edition is an electronic version of the book that can be accessed with any Internet connection from your account on www.peachpit.com. This Web Edition includes over 10 hours of step-by-step video tutorials and interactive review questions. As Adobe releases new features for Creative Cloud customers, the content of the Web Edition will be updated to accommodate the changes. Note: Web Editions cannot be viewed on an eReader. To view this book on an eReader, please purchase an eBook. Creative professionals who seek the fastest, easiest, most comprehensive way to learn Adobe Dreamweaver CC (2015 release) choose this Classroom in a Book® from the best-selling series of hands-on software training workbooks. This series offers what no other book or training program does—an official training series from Adobe Systems Incorporated,

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developed with the support of Adobe product experts. Adobe Dreamweaver CC Classroom in a Book (2015 release) contains 14 lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. As with all Classroom in a Book products, online companion files include all the necessary assets you need to complete the projects featured in each lesson. Learn how to create webpages for the modern web; use and customize web frameworks to build responsive designs for a wide variety of desktop computers and mobile devices with a minimum of hand coding; incorporate graphics, text, animation, and video; build rich interactive applications; add links to text and images; add interactive elements to your sites, such as HTML5-compatible video and animation; work with HTML5 and CSS3 code and structures; and publish a finished site to the web. What you need to use this book: Adobe Dreamweaver CC (2015 release) software, for either Windows or Mac OS. (Software not included.)

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Animate choose Adobe Animate CC Classroom in a Book (2019 release) from Adobe Press. The 11 project-based step-by-step lessons in this book show users the key techniques for working in Animate.

Adobe Animate CC provides more expressive tools, powerful controls for animation, and robust support for playback across a wide variety of platforms. Create interactive virtual reality immersive environments with new VR 360 and VR Panorama documents. Gain advanced control over character animations with layer parenting and AI-driven lip syncing. Learn to focus the action on different parts of the Stage with the Camera tool and create a realistic sense of space with the Layer Depth panel. Support for SVG, WebGL, HTML5, animated GIFs, and HD video, and seamless collaboration with other designers and with other Adobe applications through Creative Cloud libraries make Adobe Animate the ideal development environment for creative animation and multimedia. The online companion files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

Bestselling book on After Effects - now fully revised for CS3.

Provides a series of lessons on the basic concepts, tools, techniques, and features of using Adobe Photoshop CS6, covering such topics as selection tools, layers, masks and channels, typographic design, vector drawing, editing video, Mixer Brush, and 3D images.

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The Official Training Workbook from Adobe

Adobe Photoshop and Lightroom Classic CC Classroom in a Book (2019 release)

Adobe Animate Classroom in a Book (2022 release) contains 11 lessons that cover the basics and beyond, providing countless tips and techniques to help students become more productive with the program. Students can follow the book from start to finish or choose only those lessons that interest them. Adobe Animate CC provides more expressive tools, powerful controls for animation, and robust support for playback across a wide variety of platforms. Create interactive virtual reality immersive environments with new VR 360 and VR Panorama documents. Gain advanced control over character animations with layer parenting and AI-driven lip syncing. Learn to focus the action on different parts of the Stage with the Camera tool and create a realistic sense of space with the Layer Depth panel. Support for SVG, WebGL, HTML5, animated GIFs, and HD video, and seamless collaboration with other designers and with other Adobe applications through Creative Cloud libraries make Adobe Animate the ideal development environment for creative animation and multimedia. The 2022 release of Adobe Animate provides significant new controls for animation with puppet warping and improvements to layer parenting, and enhancements to paint brush preferences

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and symbol options. Learn to use the revamped Asset Warp tool for a modern rigging approach to animating shapes and bitmap images. Work with a more robust set of playback options for graphic symbols that provide total control over looping. Quickly publish to social media channels with support for SVG, WebGL, HTML5, animated GIFs, and HD video. Seamless collaboration through Adobe Creative Cloud makes Adobe Animate the ideal development environment for creative animation and multimedia. Purchasing this book includes valuable online extras. Follow the instructions in the book's Getting Started section to unlock access to: Downloadable lesson files students need to work through the projects in the book Web Edition containing the complete text of the book, interactive quizzes, and videos that walk students through the lessons step by step What's needed to use this book: Adobe Animate (2022 release) software, for either Windows or macOS. (Software not included.) Note: Classroom in a Book does not replace the documentation, support, updates, or any other benefits of being a registered owner of Adobe Animate software.

Visual effects and motion graphics pros of all stripes - from broadcast professionals to VFX supervisors to Web designers who need to produce occasional video segments - will welcome the dramatically accelerated features provided in the brand-new After Effects CS4. This best-selling book has been revised to cover all that's new in this upgrade: the ability to import 3D layers from Photoshop; the Cartoon effect that converts live-action footage into stylized imagery; Adobe Device Central CS4, which lets you preview and test animations for mobile devices, and more. Designed around a single complex project that's broken down into manageable lessons, this book mimics

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a real-world workflow - but one that readers tackle at their own pace. Contains all the lesson files and footage readers need to complete the lessons. 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.

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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

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Learn Adobe Muse CC from the ground up and create responsive websites using the latest web standards without writing any code. Start by planning your project using a site map and master pages. Design your responsive pages and add interactivity through buttons, links, widgets, and much more, testing your design across various screen sizes along the way. Finally, publish your site via Adobe Hosting (Business Catalyst) or standard web hosting, and learn how to export optimized web content (HTML, etc.). The fastest, easiest, most comprehensive way to learn Adobe Muse CC Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe Muse CC Classroom in a Book contains 11 lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book includes valuable online extras. Follow the instructions in the book’s “Getting Started” section to unlock access to: Downloadable lesson files you need to work through the projects in the book Web Edition containing the complete text of the book,

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interactive quizzes, videos that walk you through the lessons step by step, and updated material covering new feature releases from Adobe

Adobe Muse CC Classroom in a Book

Adobe Photoshop CC Classroom in a Book (2015 Release)

Adobe Audition CC Classroom in a Book

Adobe Animate Classroom in a Book (2022 Release)

Adobe Flash Professional CC Classroom in a Book (2014 Release)

Learn Adobe Photoshop CC and Lightroom CC from the ground up, and develop your specific workflow for making great images. Start by importing and organizing your images into collections that make sense for you. Develop your pictures to make the most out of every pixel. Learn how Photoshop can take your vision further by using tools that enhance your work in Lightroom. Finally, you'll learn how Lightroom and Photoshop work hand in hand to give you the most powerful creative tools for your digital photography. The fastest, easiest, most comprehensive way to learn Adobe Photoshop Lightroom in conjunction with Adobe Photoshop. Classroom in a Book, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe, developed with the support of Adobe product experts. Adobe Photoshop CC and Lightroom CC for Photographers Classroom in a Book contains 11 lessons that cover the basics and beyond, from sorting your photos and adjusting tone and color to creating an HDR panorama and turning your photo into an oil painting. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book includes valuable online extras. Follow the instructions in the book's "Getting Started" section to unlock access to: Downloadable lesson

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files you need to work through the projects in the book (lesson files also provided on DVD-ROM with the print edition of the book) Web Edition containing the complete text of the book, interactive quizzes, videos that walk you through the lessons step by step, and updated material covering new feature releases from Adobe What you need to use this book: Adobe Photoshop CC and Adobe Lightroom CC software, for either Windows or macOS. (Software not included.) The fastest, easiest, most comprehensive way to learn Adobe Audition CC Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe, developed with the support of Adobe product experts. Adobe Audition CC Classroom in a Book contains 17 lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book includes valuable online extras. Follow the instructions in the book’s “Getting Started” section to unlock access to:

- Downloadable lesson files you need to work through the projects in the book
- Web Edition containing the complete text of the book, interactive quizzes, videos that walk you through the lessons step by step, and updated material covering new feature releases from Adobe

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Learn how to bridge the gap between the traditional animation principles and digital software. Tradigital Flash: 12 Principles of Animation in Adobe Flash brings the essentials of traditional

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animation and Adobe Flash together. The early masters of animation created a list of 12 principles which are important for anyone who wants to create interesting and believable animation. Digital animation continues to make incredible technological advancements that give animators the capability to produce visually stunning work. New technology, however, also has a tendency to create an environment where animators are so focused on adapting to the new workflow that they tend to dismiss these fundamental animation principles... which often leads to poor and lifeless character animation. Tradigital Flash helps you focus on these principles while using the program's wide array of features to create believable animation, consistently.

Tradigital Flash joins three other Tradigital books covering Maya, Blender, and 3ds Max. This new volume in the series approaches the topic in a different way, giving readers both a practical look at the software, and providing a theoretical understanding of the genre. ? Learn a new principle in each chapter, the Flash tools most related to it and how to put it all together. A plethora of examples demonstrate the good methods which animators should use in Flash, how to avoid the bad ones and ways to create a workflow that works for you. An easy-to-follow approach with examples throughout the book that build on each other, showing how the principles act together. A companion website www.rubberonion.com/tradigital-animate features more examples, downloadable FLA resource files, video tutorials.

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Photoshop choose Adobe Photoshop CC Classroom in a Book (2015 release) from Adobe Press. The 14 project-based lessons in this book show users step-by-step the key techniques for working in Photoshop and how to manipulate images, edit motion-based content, and create image composites. In addition to learning the key elements of the Photoshop interface, this

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completely revised CC (2015 release) edition covers automatically repairing empty areas of a merged panorama using Content-Aware Fill, making the noise level of a Blur Gallery effect consistent with an image, and adding specialized type characters more easily in the new Glyphs Panel. Learn to easily reuse design assets and share them with your team using Creative Cloud libraries with Linked Smart Objects, and instantly modify duplicated content using the enhanced Content Aware Move tool. Design screens more efficiently for the range of display sizes across desktop and mobile devices using multiple Artboards, test them on actual hardware using Device Preview, and generate output using the iteration-friendly Export Assets workflow. The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases new features for Creative Cloud customers. And new to this release, all buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and interactive multiple-choice quizzes. As always with the Classroom in a Book, Instructor Notes are available for teachers to download.

Adobe Dreamweaver CC Classroom in a Book (2017 Release)

Adobe Premiere Pro CC Classroom in a Book (2019 Release)

Data Merge and Styles for Adobe InDesign CC 2018

Adobe InDesign CC Classroom in a Book

12 Principles of Animation in Adobe Animate

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Photoshop choose Adobe Photoshop CC Classroom in a Book (2018 release) from Adobe Press. The 15 project-based lessons show key

step-by-step techniques for working in Photoshop, including how to correct, enhance, and distort digital images, create image composites, and prepare images for print and the web. In addition to learning the essential elements of the Photoshop interface, this revised edition for the 2018 release covers features like search capabilities, Content-Aware Crop, Select and Mask, Face-Aware Liquify, designing with multiple artboards, creating and organizing enhanced brush presets, and much more! The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases relevant new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

Build a strong foundation of typographic, page layout, and document-construction skills through the step-by-step lessons in this book. The real-world projects--ranging from a printed postcard with a QR code to an interactive Adobe PDF with form fields--are designed to guide novice Adobe InDesign users through the most fundamental features to the most powerful. Experienced InDesign users learn best practices and explore features that will rapidly become a designer's best friend, such as intelligent image placement and access to the Adobe Fonts library. The

fastest, easiest, most comprehensive way to learn Adobe InDesign Classroom in a Book(R), the best-selling series of hands-on software training workbooks, offers what no other book or training program does--an official training series from Adobe, developed with the support of Adobe product experts. Adobe InDesign Classroom in a Book (2022 release) contains 15 lessons that cover the basics and beyond, providing countless tips and techniques to help students become more productive with the program. They can follow the book from start to finish or choose only those lessons that interest them. Purchasing this book includes valuable online extras. Follow the instructions in the book's Getting Started section to unlock access to: Downloadable lesson files students need to work through the projects in the book Web Edition containing the complete text of the book, interactive quizzes, and videos that walk students through the lessons step by step Downloadable lesson files to guide teaching the text What students need to use this book: Adobe InDesign (2022 release) software, for either Windows or macOS. (Software not included.) Note: Classroom in a Book does not replace the documentation, support, updates, or any other benefits of being a registered owner of Adobe InDesign software. The fastest, easiest, most comprehensive way to learn Adobe After Effects CC Classroom in a Book , the best-selling series of hands-on software

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training workbooks, offers what no other book or training program does-an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe After Effects CC Classroom in a Book contains 14 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book gives you access to the downloadable lesson files you need to work through the projects in the book, and to electronic book updates covering new features that Adobe releases for Creative Cloud customers. For access, go to www.peachpit.com/redeem and redeem the unique code provided inside this book. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." Barbara Binder, Adobe Certified Instructor Rocky Mountain Training This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Animate choose Adobe Animate CC Classroom in a Book (2017 release) from Adobe Press. The 10 project-based

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lessons in this book show users step-by-step the key techniques for working in Animate. Adobe Animate CC provides more expressive tools, powerful controls for animation, and robust support for playback across a wide variety of platforms. Learn how to use and create vector-based brushes for painterly effects. Gain more advanced control over complex animations with the new Camera tool, and learn to focus the action on different parts of the Stage. Support for SVG, WebGL, HTML5 animation and video, and seamless collaboration with other designers and with other Adobe applications through Creative Cloud libraries make Adobe Animate the ideal development environment for creative animation and multimedia. The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and interactive multiple-choice quizzes. As always with the Classroom in a Book, Instructor Notes are available for teachers to download.

Explore professional techniques and best practices to design vivid animations and interactive content

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Adobe Dreamweaver CC Classroom in a Book (2018 release)

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Adobe Audition CS6 Classroom in a Book

Harness the power of Adobe InDesign's data merge and style panel. Whether you're creating custom mail-outs or other mail-merge needs, familiarize yourself with this powerful InDesign panel in this in-depth, step-by-step guide. This book shows you how to easily create, edit, and print data merged documents that match specific branding and style guidelines. You'll learn how to combine MS Excel to create a faster workflow and quickly turn your Adobe InDesign CC 2017 files into printer-ready files. In this book, we'll also take a look at how to apply paragraph and character styles to your text and how you can alter formatting using Global Regular Expressions Print (GREPs). With Data Merge and Styles for Adobe InDesign CC 2017 as your guide, you'll see how to save time and money by learning all the peculiarities and powerful features of Adobe InDesign data merge. By the end of this book, you'll be able to streamline your workflow and avoid using MS Word's mail merge and back-and-forth edits. What You'll Learn Create custom print media with text styles using Adobe InDesign CC 2017 Work with GREPs in conjunction

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with Character and Paragraph Styles to customize data Build a numbering sequence for tickets Create single and multiple data merges Who This Book Is For Students, graphic designers, and corporate administrators who need to create documents for events. Adobe Animate CC Classroom in a Book (2019 Release) Adobe After Effects Classroom in a Book Adobe Dreamweaver CC Classroom in a Book (2015 release) Creating Custom Documents for Mailouts and Presentation Packages