

## Creating Web Animations Bringing Your Uis To Life

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. Flash is so easy to use that you can continue to climb. The second edition of this popular book gets you started with HTML5 Canvas by showing you how to build interactive multimedia applications. You'll learn how to draw, render text, manipulate images, and create animation—all in the course of building an interactive web game throughout the book. Updated for the latest implementations of Canvas and related HTML5 technologies, this edition includes clear and reusable code examples to help you quickly pick up the basics—whether you currently use Flash, Silverlight, or just HTML and JavaScript. Discover why HTML5 is the future of innovative web development. Create and modify 2D drawings, text, and bitmap images Use algorithms for math-based movement and physics interactions Incorporate and manipulate video, and add audio Build a basic framework for creating a variety of games Use bitmaps and tile sheets to develop animated game graphics Go mobile: build web apps and then modify them for iOS devices Explore ways to use Canvas for 3D and multiplayer game applications

FOREWORD BY GUY KAWASAKI Presentation designer and internationally acclaimed communications expert Garr Reynolds, creator of the most popular Web site on presentation design and delivery on the Net — presentationzen.com — shares his experience in a provocative mix of illumination, inspiration, education, and guidance that will change the way you think about making presentations with PowerPoint or Keynote. Presentation Zen challenges the conventional wisdom of making "slide presentations" in today's world and encourages you to think differently and more creatively about the preparation, design, and delivery of your presentations. Garr shares lessons and perspectives that draw upon practical advice from the fields of communication and business. Combining solid principles of design with the tenets of Zen simplicity, this book will help you along the path to simpler, more effective presentations.

Designing good application interfaces isn't easy now that companies need to create compelling, seamless user experiences across an exploding number of channels, screens, and contexts. In this updated third edition, you'll learn how to navigate through the maze of design options. By capturing UI best practices as design patterns, this best-selling book provides solutions to common design problems. You'll learn patterns for mobile apps, web applications, and desktop software. Each pattern contains full-color examples and practical design advice you can apply immediately. Experienced designers can use this guide as an idea sourcebook, and novices will find a road map to the world of interface and interaction design. Understand your users before you start designing Build your firm's structure so it makes sense to users Design components to help users complete tasks on any device Learn how to promote wayfinding in your software Place elements to guide users to information and functions Learn how visual design can make or break product usability Display complex data with artistic visualizations

JavaScript Absolute Beginner's Guide serves as an easy-to-understand tutorial on both scripting basics and JavaScript itself. The book is written in a clear and very personable style with an extensive use of practical, complete examples. The book is filled with large, full-color illustrations and all the programming code is displayed in color to help the beginner understand the key components and structure of the language.

Improving the User Experience Through Animation

A Hands-On Guide to Building Web Applications Using React and Redux Mastering SVG

Art and Industry

Ace web animations, visualizations, and vector graphics with HTML, CSS, and JavaScript

HTML5 Hacks

Create Web Animations with Microsoft Liquid Motion

Animation—Art and Industry is an introductory reader covering a broad range of animation studies topics, focusing on both American and international contexts. It provides information about key individuals in the fields of both independent and experimental animation, and introduces a variety of topics relevant to the critical study of media—censorship, representations of gender and race, and the relationship between popular culture and fine art. Essays span that era to the present, include new media such as web animation and gaming, and address animation made using a variety of techniques.

This book will help you create practical / usable / widely-used animations in HTML, CSS, and JavaScript. Each chapter is filled with clearly explained concepts, beautifully illustrated diagrams, colorful code snippets, and cringeworthy one-liners guaranteed to make your friend who laughs at everything groan. You will start by learning how to create animations and transitions in CSS. Towards the end, you will learn how to create animations in JavaScript by manipulating DOM elements as well as pushing pixels on the canvas. Along the way, you will see numerous small and large examples explaining how what you are learning applies to what is done in the real world. If you ever get stuck or need a group of friendly people to help you out with your animation-related issues, get free online support, demos, video tutorials, and other good stuff at: <http://www.kirupa.com>

A new edition of Bloop Animation's popular animation guidebook packed with the latest recommendations and insights on how to turn your artistic passion into a professional film career! If you are an aspiring animator considering a career in film production or are curious about what it takes to make animated shorts, this is the book for you! Animation for Beginners is a comprehensive and modern introduction to the art and business of 3D animation from Bloop Animation founder, filmmaker, graphic novel author, and teacher Morr Meroz. With this guide, Meroz reveals a behind-the-scenes view of the pre-production, production, and post-production process along with an introduction to the skills you need and the different types of animation across the film industry. Along with these basics, you will learn: The 12 Principles of Animation The 8 Genres of Animated Shorts Writing an Animated Feature Film Career Paths for Animators and Tips on Starting a Career in Animation As a graduate of the School of Visual Arts and an animation professional, Meroz demystifies the business side of filmmaking with real-world advice for creating a compelling demo reel and portfolio site, hunting for a first job, and considering the pros and cons of freelancing versus working full-time. This is a perfect gift for illustrators, graphic designers, film students, and film industry professionals interested in how to "make it" as animators.

Create high-performance, visually stunning 3D applications for the Web, using HTML5 and related technologies such as CSS3 and WebGL—the emerging web graphics standard. With this book, you'll learn how to use the tools, frameworks, and libraries for building 3D models and animations, mind-blowing visual effects, and advanced user interaction in both desktop and mobile browsers. In two parts—Foundations and Application Development Techniques—author Tony Parisi provides a thorough grounding in theory and practice for designing everything from a simple 3D product viewer to immersive games and interactive training systems. Ideal for developers with JavaScript and HTML experience. Explore HTML5 APIs and related technologies for creating 3D web graphics, including WebGL, Canvas, and CSS Work with the popular JavaScript rendering and animation libraries Three.js and Tween.js Delve into the 3D content creation pipeline, and the modeling and animation tools for creating killer 3D content Look into several game engines and frameworks for building 3D applications, including the author's Vizi framework Create 3D environments with multiple objects and complex interaction, using examples and supporting code Examine the issues involved in building WebGL-based 3D applications for mobile browsers

Macromedia's Flash 8 is the world's premier program for adding animation to websites. And with the latest version, this popular program becomes more versatile, letting beginning webmasters and expert developers alike create sophisticated web content. But Flash isn't intuitive. And it doesn't come with a manual. Whether you want to learn the basics or unleash the program's true power, Flash 8: The Missing Manual is the ideal instructor. This hands-on guide to today's hottest web design tool is aimed at nondevelopers, and it teaches you how to translate your ideas into great web content. It begins with a solid primer on animation, which helps you get comfortable with the Flash interface. Once you have these basics under your belt, Flash 8: The Missing Manual moves on to advanced animations, including adding special effects and audio, video, and interactivity to your presentations. When you're really feeling steady, the book shows how to use a doppel of ActionScript to customize your content. It then teaches you how to publish your Flash creations for web surfers everywhere to enjoy. Along the way, the book shows you good design principles and helps you avoid elements that can distract or annoy an audience. Author Emily Vander Veer has more than a dozen books to her credit, including titles on web design and scripting—most written for non-technical readers. Her background makes her the perfect author for a straightforward book on a complex subject. She takes Flash 8: The Missing Manual from the basics to the advanced, yet avoids a hasty jump into tough topics that can leave readers confused. Not only will Flash 8: The Missing Manual help you turn a concept into unique, dynamic content, but it will continue to serve as a reference as you develop your website.

Mastering Adobe Animate 2021

Patterns for Effective Interaction Design

Finish

A Hands-on Guide to Animating in CSS3 with Transforms, Transitions, Keyframes, and JavaScript

Transitions and Animations in CSS

Native Interactivity and Animation for the Web

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

Thanks to faster browsers, better web standards support, and more powerful devices, the web now defines the next generation of user interfaces that are fun, practical, fluid, and memorable. The key? Animation. But learning how to create animations is hard, and existing learning material doesn't explain the context of the UI problem that animations are trying to solve. That's where this book comes in. You'll gain a solid technical understanding of how to create awesome animations using CSS and learn how to implement common UI patterns, using practical examples that rely on animations to solve a core problem. Frontend web developers and designers will not only learn important technical details, but also how to apply them to solve real-world problems. Create animations found in common user interface implementations, such as bounce after scrolling, expanding search boxes, and content sliders Learn the technical details of working with CSS transitions and animations to create an element's position, scale, and orientation Understand the importance of easing

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

The easy way to build HTML5 mobile and web apps using Adobe's new Edge Animate CC Edge Animate CC is an approachable WYSIWYG alternative for leveraging the power of languages like HTML5, CSS3, and JavaScript to design and develop for the web and mobile devices, even if you have no programming experience. Written by Michael Rohde, the book caters to this seasoned web developer's wealth of experience using Edge Animate CC, and a companion website includes all code from the book to help you apply what you learn as you go. Features an easy-to-use interface, with a properties-based timeline for impeccable accuracy and control Contains a guide to creating and animating existing web graphics, or adding motion to existing HTML files without compromising integrity Offers support for web font services, and Element Display, which lets you manage how long elements are displayed on the stage Edge Animate CC For Dummies offers the lowdown on this revolutionary and intuitive tool for creating motion content that runs beautifully on mobile devices and desktop browsers.

Foundation HTML5 Animation with JavaScript covers everything that you need to know to create dynamic scripted animation using the HTML5 canvas. It provides information on all the relevant math you'll need, before moving on to physics concepts like acceleration, velocity, easing, springs, collision detection, conservation of momentum, 3D, and forward and inverse kinematics. Foundation HTML5 Animation with JavaScript is a fantastic resource for all web developers working in HTML5 or switching over from Flash to create standards-compliant games, applications, and animations that will work across all modern browsers and most mobile devices, including iPhones, iPads, and Android devices. You will learn how to utilize the amazing animation and physics-based code originally created by author Keith Peters in his hugely successful Foundation ActionScript Animation in all of your HTML5 applications. In no time at all, you'll understand concepts behind animation and also have the ability to create all manner of exciting animations and games.

Chances are, you're already using the Internet on a regular basis. You've probably seen a few address Web sites and now you're inspired to create a Web page of your own, but you're not sure where to start. The answer is: right here! Creating Web Pages For Dummies guides you through the process of making your own Web pages without hassle or confusion. This straightforward book shows you just how easy it is to launch a site, specialize a page, making your site interactive, and much more! In no time you will become a pro in: Web publishing basics Geocities, Google page creator, and AOL Web publishing Using Flickr, creating blogs, and selling products on eBay HTML and other handy tools to "beef up" your site Writing and formatting Web text Creating and adding graphics for your site Adding links, animation, and multimedia Designing a great-looking, complete Web site Besides getting to know the ins and outs of building a Web page, this guide offers suggestions on Web publishing, ranging from testing out your Web site and advertising your site to legal permission and displaying borrowed content. This resourceful guide also includes Web lingo worth knowing and a quick guide to HTML tags, which points out some lesser known but nevertheless useful tags. Now in its 8th edition, Creating Web Pages For Dummies will help make your Web page stand out in the crowd!

Flash CS3: The Missing Manual Building Web Applications with SVG Bringing Your Uis to Life Animated Storytelling SVG Animations Animation for Beginners Flash CS3 is the premier tool for creating web animations and interactive web sites, can be intimidating to learn. This entertaining reference tutorial provides a reader-friendly animation primer and a guided tour of all the program's tools and capabilities. Beginners will learn to use the software in no time, and experienced users will quickly take their skills to the next level. The book gives Flash users of all levels hands-on instructions to help them master: Special effects Morphing Adding audio and video Introducing interactivity And much more With Flash CS3: The Missing Manual you'll be able to turn an idea into a Flash animation, tutorial, or movie. This book will help you create online tutorials, training materials and full-blown presentations. It also teaches design principles throughout and helps you avoid elements that can distract or annoy an audience. This is the first new release of Flash since Adobe bought Macromedia, which means that it's the first version that will integrate easily with other Adobe products. It's a whole new ballgame when it comes to Flash, and Flash CS3: The Missing Manual offers you complete and objective coverage. It's the perfect companion to this powerful software.

The tutorial explains how to use the Web animation program to create dynamic, interactive, and 3-D Web animations With 90 detailed hacks, expert web developers Jesse Cravens and Jeff Burtoff demonstrate intriguing uses of HTML5-related technologies. Each recipe provides a clear explanation, screenshots, and complete code examples for specifications that include Canvas, SVG, CSS3, multimedia, data storage, web workers, WebSockets, and geolocation. You'll also find hacks for HTML5 markup elements and attributes that will give you a solid foundation for creative recipes that follow. The last chapter walks you through everything you need to know to get your HTML5 off the ground, from Node.js to deploying your server to the cloud. Here are just a few of the hacks you'll find in this book: Make iOS-style card flips with CSS transforms and transitions Replace the background of your video with the Canvas tag Use Canvas to create high-res Retina Display-ready media Make elements on your page user-customizable with editable content Cache media resources locally with the filesystem API Reverse-geocode the location of your web app user Process image data with pixel manipulation in a dedicated web worker Push notifications to the browser with Server-Sent Events

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolored pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand the concepts. Start with the new open-source code editor from Adobe Brackets, but the book is perfectly usable with any code editing environment, even a simple text editor. Learn how to create 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.

Do you want to build web pages but have no prior experience? This friendly guide is the perfect place to start. You'll begin at square one, learning how the web and web pages work, and then steadily build from there. By the end of the book, you'll have the skills to create a simple site with multicolored pages that adapt for mobile devices. Each chapter provides exercises to help you learn various techniques and short quizzes to make sure you understand the concepts. Start with the new open-source code editor from Adobe Brackets, but the book is perfectly usable with any code editing environment, even a simple text editor. Learn how to create 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.

Present an introduction to WebGL development and production concepts to create full 3D applications. Animation in HTML, CSS, and JavaScript Creating Short Animations from Start to Finish Presentation Zen Learning React Give Yourself the Gift of Done Microinteractions

Tips & Tools for Creating Interactive Web Applications

Pro CSS3 Animation will teach you how to use fresh new CSS3 syntax to fully utilize this exciting tool for web design. Using cutting-edge industry standards and drawing on best practices for animation, you will learn how to apply CSS3 animation to transform and bring your page content to life. CSS3 is the way forward for web page interactivity and animation, offering new and exciting options for design. Integrated with HTML5, SVG and mobile design methodologies, you can bring sites into the third dimension to change the perception and appreciation generated in your audience. This book will teach you how to: Enhance your web pages, and your visitor's experience of your site, with animation Animate images and other page content to create banners, interactive galleries and slideshows Provide fallback and support options for older browsers Chain CSS3 syntax with @media queries, filters and 3D transformations to create responsive animations with depth Provide animation to mobile devices without Flash or JavaScript

The New York Times bestseller that gives readers a paradigm-shattering new way to think about motivation from the author of When: The Scientific Secrets of Perfect Timing Most people believe that the best way to motivate is with rewards like money—the carrot-and-stick approach. That's a mistake, says Daniel H. Pink (author of To Sell Is Human: The Surprising Truth About Motivating Others). In this provocative and persuasive new book, he asserts that the secret to high performance and satisfaction—at work, at school, and at home—is the deeply human need to direct our own lives, to learn and create new things, and to do better by ourselves and our world. Drawing on four decades of scientific research on human motivation, Pink exposes the mismatch between what science knows and what business does—and how that affects every aspect of life. He examines the power of true motivation—autonomy, mastery, and purpose—and offers smart and surprising techniques for putting these into action in a unique book that will change how we think and transform how we live.

Create rich interactivity with the Scalable Vector Graphics (SVG) Dive into SVG—and build striking, interactive visuals for your web applications. Led by three SVG experts, you'll learn step-by-step how to use SVG techniques for animation, overlays, and dynamic charts and graphs. Then you'll put it all together by building two graphic-rich applications. Get started creating dynamic visual content using web technologies you're familiar with—such as JavaScript, CSS, DOM, and AJAX. Discover how to: Build client-side graphics with little impact on your web server Create simple user interfaces for mobile and desktop web browsers Work with complex shapes and design reusable patterns Position, scale, and rotate text elements using SVG transforms Create animations using the Synchronized Multimedia Integration Language (SMIL) Build more powerful animations by manipulating SVG with JavaScript Apply filters to sharpen, blur, warp, reconfigure colors, and more Make use of programming libraries such as Pergola, D3, and Polymaps

Using CSS to add transitions and animation to web page designs takes advantage of the dynamic nature of designing for the web. They are quickly becoming the de facto way designers can add a measure of delight and surprise to web pages. More importantly, they can help make web pages more usable. Using stunning visuals and design, CSS Animations and Transitions for the Modern Web teaches web designers how to dynamically change design elements on a web page over time. It starts by showing a variety of ways you can transform elements and then teaches two different methods for setting the change in motion in action. The book will start the topic as simply as possible and build on the basics with more elaborate techniques. Simple examples will be presented throughout and the book will close with more detailed, complex, and practical examples. For most users, the new open-source code editor from Adobe Brackets, but the book is perfectly usable with any code editing environment, even a simple text editor.

Create high-quality 3D animations and models by using the basic concepts and principles of 3D art presented by GeekAtPlay.com's Ami Chopine. This handy studio reference breaks down the core concepts into easy-to-understand segments and teaches you the 'why' in addition to the 'how.' Using application agnostic step-by-step tutorials, this book teaches you how to model, pose, and texture your creations as well as scenery creation, animation, and rendering. Learn which applications are best for your needs and how you can get started making money in the 3D field. The companion website includes video tutorials, models, project files, and other resources. This book is endorsed by Da3d.com and includes exclusive Da3d models.

Learning Web Design CSS Animations and Transitions for the Modern Web Programming 3D Applications with HTML5 and WebGL From Common UX Implementations to Complex Responsive Animation Blender Production The LEGO Animation Book Optimizing the User Experience Add life and depth to your web applications and improve user experience through the discrete use of CSS transitions and animations. With this concise guide, you 'll learn how to make page elements move or change in appearance, whether you want to realistically bounce a ball, gradually expand a drop-down menu, or simply bring attention to an element when users hover over it. Short and deep, this book is an excerpt from the upcoming fourth edition of CSS: The Definitive Guide. When you purchase either the print or the ebook edition of Transitions and Animations in CSS, you 'll receive a discount on the entire Definitive Guide once it 's released. Why wait? Learn how to make your web pages come alive today. Understand and learn how to implement Disney 's 12 principles of cartoon animation Learn which CSS properties you can animate and use in transitions Apply CSS 's four transition properties and nine animation properties to your CSS elements Use CSS keyframe animations to granularly control an element 's property values Learn details that will save you hours of debugging and megabytes of unnecessary JavaScript

It 's the little things that turn a good digital product into a great one. With this practical book, you 'll learn how to design effective microinteractions: the small details that exist inside and around features. How can users change a setting? How do they turn on mute, or know they have a new email message? Through vivid, real-world examples from today 's devices and applications, author Dan Saffer walks you through a microinteraction 's essential parts, then shows you how to use them in a mobile app, a web widget, and an appliance. You 'll quickly discover how microinteractions can change a product from one that 's tolerated into one that 's treasured. Explore a microinteraction 's structure: triggers, rules, feedback, modes, and loops Learn the types of triggers that initiate a microinteraction Create simple rules that define how your microinteraction can be used Help users understand the rules with feedback, using graphics, sounds, and vibrations Use modes to let users set preferences or modify a microinteraction Extend a microinteraction 's life with loops, such as "Get data every 30 seconds"

SVG is extremely powerful, with its reduced HTTP requests and crispness on any display. It becomes increasingly more interesting as you explore its capabilities for responsive animation and performance boosts. When you animate SVG, you must be aware of normal image traits like composition, color, implementation, and optimization. But when you animate, it increases the complexity of each of these factors exponentially. This practical book takes a deep dive into how you can to solve these problems with stability, performance, and creativity in mind. Learn how to make SVG cross-browser compatible, backwards compatible, optimized, and responsive Plan and debug animation Make a complex animation responsive, as many sites are responsive Profile each animation technique in terms of performance so that you know what you're getting in to with each library or native technology

#1 Wall Street Journal bestseller! Jon Acuff, New York Times best-selling author of Do Over, Quitter, and Start, offers strategies for anyone who's ever wondered, "Why can't I finish what I started?" According to studies, 92 percent of New Year 's resolutions fail. You 've practically got a better shot at getting into Juilliard to become a ballerina than you do at finishing your goals. For years, I thought my problem was that I didn 't try hard enough. So I started getting up earlier. I drank enough energy drinks to kill a horse. I hired a life coach and ate more superfoods. Nothing worked, although I did develop a pretty nice eyelid tremor from all the caffeine. It was like my eye was waving at you, very shyly. Then, while leading a thirty-day online course to help people work on their goals, I learned something surprising: The most effective exercises were not those that pushed people to work harder. The ones that got people to the finish line did just the opposite—they took the pressure off. Why? Because the sneakiest obstacle to meeting your goal is not laziness, but perfectionism. We 're our own worst critics, and if it looks like we 're not going to do something right, we prefer not to do it at all. That 's why we 're most likely to quit on day two, "the day after that"—when our results almost always underperform our aspirations. The strategies in this book are counterintuitive and might feel like cheating. But they 're based on studies conducted by a university researcher with hundreds of participants. You might not guess that having more fun, eliminating your secret rules, and choosing something to bomb intentionally works. But the data says otherwise. People who have fun are 43 percent more successful! Imagine if your diet, guitar playing, or small business was 43 percent more successful just by following a few simple principles. If you 're tired of being a chronic starter and want to become a consistent finisher, you have two options: You can continue to beat yourself up and try harder, since this time that will work. Or you can give yourself the gift of done.

Learn to create an animated flip book from start to finish Flipping Out: The Art of Flip Book Animation guides readers through the entire flip book animation process, from brainstorming and storyboarding, to drawing, adding color, and more. Aspiring animators will learn all of the skills to create flip books of their own, including keyframes, in-betweens, animating characters, and binding their animations into a book. Using the enclosed drawing pencil and step-by-step lessons as a guide, readers can then animate and personalize the two blank flip books included inside.

Creating a Website: The Missing Manual Learn to illustrate & create your own animated flip books step by step Adding Motion with CSS Pro CSS3 Animation Designing Interface Animation HTML5 Canvas Learning CSS3 Animations and Transitions Effective interface animation deftly combines form and function to improve feedback, aid in orientation, direct attention, show causality, and express your brand's personality. Designing Interface Animation shows you how to create web animation that balances purpose and style while blending seamlessly into the user's experience. This book is a crash course in motion design theory and practice for web designers, UX professionals, and front-end developers alike.

Animation is a limitless medium for telling stories. Artists can create worlds, defy gravity, flip from factual to fantasy, and transport audiences to places they never imagined. The challenge is having the discipline to reel it in and be intentional about your storytelling choices. This book shows you how. In Animated Storytelling, you'll learn how to create memorable stories using animation and motion graphics by following 10 simple guidelines that take you through the stages of concept development, pre-production, storyboarding, and design. Award-winning animator Liz Blazer uses clear examples and easy-to-follow exercises to provide you with the instruction, encouragement, and tools you need to get your designs moving. Whether your goal is to create exciting shorts for film festivals, effective messaging for broadcast or online, or simply to gain a deeper understanding of the medium, Animated Storytelling simplifies the process of creating clear and engaging stories for animation and motion graphics so you can get started easily. In Animated Storytelling, you'll learn how to: Write a creative brief for your project Find and communicate your story's big idea Create a tight story using linear and nonlinear story structures Use color to clarify and enrich your story Define the rules for your animated world, and commit to them Ease into the challenging task of animation Make the work you want to be hired to do Share your work with the world!

Have you ever wondered what your LEGO creations would look like on the big screen? The LEGO Animation Book will show you how to bring your models to life with stop-motion animation—no experience required! Follow step-by-step instructions to make your first animation, and then explore the entire filmmaking process, from storyboards to post-production. Along the way, you'll learn how to: -Create special effects like explosions and flying minifigures -Convey action and emotion with your minifigure actors -Design sets for animation—make three buildings look like an entire city! -Light, frame, and capture consistent photos -Add detail and scope to your films by building in different scales -Build camera dollies and rigs out of LEGO bricks -Choose cameras, software, and other essential animation tools Dive into the world of animation and discover a whole new way to play! For ages 10+

Get Started Fast with Professional-Quality CSS3 Animation! For web designers and developers building rich web and mobile applications, standards-based CSS3 is the future! Learning CSS3 Animations and Transitions is the only tutorial focused entirely on creating quality animations and transitions with CSS3. Leading web developer and trainer Alexis Galistein covers everything web professionals need to know through solid examples that help you build your u\_i skills one step at a time. Goldstein's project-based approach guides you through using transforms, transitions, keyframe animations, JavaScript, and even advanced techniques such as parallax scrolling. You'll discover how to make the most of pure HTML5/CSS3, how to go even further with JavaScript and jQuery animation triggers, and how to add life, movement, and effects to any site or app. Along the way, you'll find expert knowledge, best practices, and "jumpstart" code for building everything from rich animations to advanced interactive infographics! If you're ready to move on from Adobe® Flash® Technology, and create dynamic, motion-rich experiences for today's browsers and mobile devices, Learning CSS3 Animations and Transitions is your fastest route to success! Coverage includes Employing free tools to make the most of CSS3's capabilities Supporting vendor-specific prefixes and checking for HTML5 support Leveraging the full power of CSS3 transforms Combining transitions with transitions to animate changes over time Using keyframe animations to gain fine-grained control over every moment of your animation Building 3D-like effects without 3D manipulation Using 3D transform properties to control depth Creating powerful effects that combine 2D/3D transforms, transitions, and keyframe animations Bringing text to life with animation techniques and jQuery Creating full-fledged cartoon-style animations Visualizing data through animated and interactive infographics

Flipping Out: The Art of Flip Book Animation

Make Your Own LEGO Movies!

Flash CS6: The Missing Manual

Foundation HTML5 Animation with JavaScript

Designing with Details

Designing Web Navigation

Take the plunge and develop cross-browser-compatible and responsive web designs with SVG Key Features Master the art of custom animations and visualizations with SVG, CSS, and JavaScript Combine SVG with third-party libraries and frameworks such as React, jQuery, D3, and Snap.svg for GUI-rich apps Create an awesome user experience with high-performance graphics for your web applications Book Description SVG is the most powerful image format in use on the web. In addition to producing resolution-independent images for today's multi-device world, SVG allows you to create animations and visualizations to add to your sites and applications. The simplicity of cross-platform markup, mixed with familiar modern web languages, such as CSS and JavaScript, creates a winning combination for designers and developers alike. In this book, you will learn how to author an SVG document using common SVG features, such as elements and attributes, and serve SVG on the web using simple configuration tips for common web servers. You will also use SVG elements and images in HTML documents. Further, you will use SVG images for a variety of common tasks, such as manipulating SVG elements, adding animations using CSS, mastering the basic JavaScript SVG (API) using Document Object Model (DOM) methods, and interfacing SVG with common libraries and frameworks, such as React, jQuery, and Angular. You will then build an understanding of the Snap.svg and SVG.js APIs, along with the basics of D3, and take a look at how to implement interesting visualizations using the library. By the end of the book, you will have mastered creating animations with SVG. What you will learn Deliver the elements that make up an SVG image Replace your old CSS sprites with SVG Understand animation and data visualization with SVG are explained in pure JavaScript and using common libraries Use SVG to scale images across multiple devices easily Harness the power of CSS animations and transformations to manipulate your SVG images in a replicable, removable way Interface SVG with common libraries and frameworks, such as jQuery, React, and Angular Who this book is for This book is

Blender has become one of the most popular 3D animation tools on the market because it is robust and absolutely free. Blender Production is the definitive resource for anyone who wants to create short animations from scratch. With this book, and Blender, you have the ideal platform to make it happen. Blender expert and author Roland Hess walks you through the entire process of creating a short animation including: writing, storyboarding, blocking, character creation, animation, rendering, and production. The associated web site includes the full Blender software kit and a complete short animation work broken down into handy modules that animators can study, learn from, and reuse in their own animated films. The sample project files amount to 100+ MB of cool content, including models, textures, materials, scenes and animation work.

You can easily create a professional-looking website with nothing more than an ordinary computer and some raw ambition. Want to build a blog, sell products, create forums, or promote an event? No problem! This friendly, jargon-free book gives you the techniques, tools, and advice you need to build a site and get it up on the Web. The important stuff you need to know: Master the basics. Learn HTML5, the language of the Web. Design good-looking pages. Use styles to build polished layouts. Get it online. Find a reliable web host and pick a good web address. Use time-saving tools. Learn free tools for creating web pages and tracking your visitors. Attract visitors. Make sure people can find your site through popular search engines like Google. Build a community. Encourage repeat visits with social media. Bring in the cash. Host Google ads, sell Amazon's wares, or push your own products that people can buy via PayPal. Add pizzazz. Include audio, video, interactive menus, and a pinch of JavaScript.

Thoroughly rewritten for today's web environment, this bestselling book offers a fresh look at a fundamental topic of web site development: navigation design. Amid all the changes to the Web in the past decade, and all the hype about Web 2.0 and various "rich" interactive technologies, the basic problems of creating a good web navigation system remain. Designing Web Navigation demonstrates that good navigation is not about technology—it's about the ways people find information, and how you guide them. Ideal for beginning to intermediate web designers, managers, other non-designers, and web development pros looking for another perspective, Designing Web Navigation offers basic design principles, development techniques and practical advice, with real-world examples and essential concepts seamlessly folded in. How does your web site serve your business objectives? How does it meet a user's needs? You'll learn that navigation design touches most other aspects of web site development. This book: Provides the foundations of web navigation and offers a framework for navigation design Paints a broad picture of web navigation and basic human information behavior Demonstrates how navigation reflects brand and affects site credibility Helps you understand the problem you're trying to solve before you set out to design Thoroughly reviews the mechanisms and different types of navigation Explores "information scent" and "information shape" Explains "persuasive" architecture and other design concepts Covers special contexts, such as navigation design for web applications Includes an entire chapter on tagging While Designing Web Navigation focuses on creating navigation systems for large, information-rich sites serving a business purpose, the principles and techniques in the book also apply to small sites. Well researched and cited, this book serves as an excellent reference on the topic, as well as a superb teaching guide. Each chapter ends with suggested reading and a set of questions that offer exercises for experiencing the concepts in action.

Animation is a limitless medium for telling stories. Artists can create worlds, defy gravity, flip from factual to fantasy, and transport audiences to places they never imagined. The challenge is having the discipline to reel it in and be intentional about your storytelling choices. This book shows you how. In Animated Storytelling, learn how to create memorable stories using animation and motion graphics by following 10 simple guidelines that take you through the stages of concept development, pre-production, storyboarding, and design. Explore traditional linear storytelling and learn different processes for creating successful nonlinear animated stories, and also discover the wonders of experimental filmmaking. Award-winning filmmaker, educator, and motivator Liz Blazer uses clear examples and easy-to-follow exercises to provide you with the instruction, encouragement, and tools you need to get your designs moving. Whether your goal is to create exciting shorts for film festivals, effective messaging for broadcast or online, or simply to gain a deeper understanding of the medium, Animated Storytelling simplifies the process of creating clear and engaging stories for animation and motion graphics so you can get started easily. Animated Storytelling teaches you how to: • Write a creative brief for your project • Find and communicate your story's Big Idea • Create tight stories with linear and nonlinear structures • Explore experimental filmmaking techniques • Use storyboards to communicate your visual story • Use color to clarify and enrich your story • Define the rules for your animated world • Ease into the challenging task of animation • Make the work you want to be hired to do • Share your work with the world! • Equal parts inspiring and practical, Animated Storytelling is a step-by-step guide that takes aspiring storytellers from raw idea to final render to distribution. -Justin Cone, Co-founder, Motionographer "This book is the instruction manual for navigating the complex world of animated storytelling. It's informative, inspirational, and extremely entertaining to read. Anyone working (or hoping to work) in the field of animation needs to read this. -Joey Korenman, CEO & Founder, School of Motion

3D Animation and Visualization for Web Pages

JavaScript Absolute Beginner's Guide

Simple Steps For Creating Animation and Motion Graphics

Animation

*Flash 8: The Missing Manual*

*Creating Web Pages For Dummies*

*Creating Web Animations*

Learning React A hands-on guide to building web applications using React and Redux As far as new web frameworks and libraries go, React is quite the runaway success. It not only deals with the most common problems developers face when building complex apps, it throws in a few additional tricks that make building the visuals for such apps much, much easier. What React isn't, though, is beginner-friendly and approachable. Until now. In Learning React , author Kirupa Chinnathambi brings his fresh, clear, and very personable writing style to help web developers new to React understand its fundamentals and how to use it to build really performant (and awesome) apps. This is the only book on the market that helps you get your first React app up and running in just minutes. Learning React is chock-full of colorful illustrations to help you visualize difficult concepts and practical step-by-step examples to show you how to apply what you learn. Build your first React app Create components to define parts of your UI Combine components into other components to build more complex UIs Use JSX to specify visuals without writing full-fledged JavaScript Deal with maintaining state Work with React's way of styling content Make sense of the mysterious component lifecycle Build multi-page apps using routing and views Optimize your React workflow using tools such as Node, Babel, webpack, and others Use Redux to make managing your app data and state easy Contents at a Glance 1 Introducing React 2 Building Your First React App 3 Components in React 4 Styling in React 5 Creating Complex Components 6 Transferring Properties 7 Meet JSX... Again! 8 Dealing with State in React 9 Going from Data to UI in React 10 Events in React 11 The Component Lifecycle 12 Accessing DOM Elements in React 13 Setting Up Your React Dev Environment 14 Working with External Data in React 15 Building an Awesome Todo List App in React 16 Creating a Sliding Menu in React 17 Avoiding Unnecessary Renders in React 18 Creating a Single-Page App in React Using React Router 19 Introduction to Redux 20 Using Redux with React

Designing Interfaces  
A Beginner's Guide to HTML, CSS, JavaScript, and Web Graphics  
3D Art Essentials  
WebGL: Up and Running

The Surprising Truth About What Motivates Us  
Getting Started with Animation Filmmaking