

Macromedia Flash 8 User Guide

Featuring a color insert that documents the stages of the animation process, a definitive guide to Flash animation and cartooning covers every aspect of character creation and animation and provides an abundance of projects that explain concepts and practices.

Original. (Intermediate)

If you need to get to grips fast with creating interactive graphics and animation in Flash - then look no further! Whether you are a new user or a professional, this highly visual book is all you need to get up and running with the latest powerful

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upgrade - Macromedia Flash 8. Birgitta Hosea breaks down the software into its main components and offers simple, visual step-by-step instructions to explain the fundamental practical techniques you need to create finished projects. The accessible style and structure lets you dip in and out when working on a project, or work straight through to explore more of the program's capabilities and develop your skills. Written by a designer for designers The Focal Easy Guide to Macromedia Flash 8 offers a thorough coverage of the basic features of Flash, without going into in-depth coding with ActionScript. Birgitta Hosea is a

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motion graphics artist and Course Director of the London Animation Studio at Central Saint Martins College of Art and Design. Her experience ranges from designing moving branding to art directing pop promos and short films. A Volume in The Focal Easy Guide Series. The Focal Easy Guide series: . Starting working with new software immediately regardless of your level . Achieve professional results, learn practical skills from industry experts . Focused, user-friendly coverage of the key tools you need to know. This title offers step-by-step instructions and in-depth explanations of the features of Macromedia Flash 8. Students will

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easily master the software as they work through end-of-chapter learning projects and step-by-step tutorials. The full-color interior and user-friendly design create the ideal book for learning the latest features of this popular application. Powerful development and design tools require thorough and authoritative technical advice and documentation. When it comes to Macromedia Flash, no one is more authoritative than Macromedia Development and writing teams. Now their official documentation is available to you in printed book form. As you work, keep this guide by your side for ready access to valuable information on using Flash.

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We've designed it so that it's easy to annotate as you progress. Learning ActionScript 2.0 for Macromedia Flash 8 shows you how to write proper ActionScript syntax to create useful and interactive Flash applications. This book includes examples of object-oriented programming, and teaches you how to write custom classes for your Flash applications. Learning ActionScript 2.0 for Macromedia Flash 8 also includes numerous hands-on examples on how to apply expressive and interactive features to your files using ActionScript code, such as file upload, filter effects, scripted animation, and anti-alias text using the FlashType font

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rendering engine. In Learning Actionscript 2.0 for Macromedia Flash 8, learn how to:

- Write proper ActionScript syntax using the fundamentals of the ActionScript language.
- Use object-oriented programming techniques to build Flash applications.
- Use ActionScript classes to add interactivity and expressive features to your Flash applications.
- Use best practices and coding conventions to optimize, structure, and write consistent ActionScript.

Macromedia Flash Mx: A

Beginner's Guide

A Creative Guide

A Tutorial Guide

The Focal Easy Guide to

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Macromedia Flash 8

Developing Extensions for

Macromedia Flash 8

ActionScript for Flash MX

Provides a variety of lessons on using Macromedia Flash 8, covering such topics as creating a banner, working with layers, creating symbols, making animations, adding text to a document, and using ActionScript.

A best-selling Flash tutorials, revised to teach the latest version of Macromedia Flash through 24 one-hour lessons.

An improved script editor (with a visual interface), a revamped library interface,

a new Undo feature, powerful run-time effects, breakthrough motion-graphics capabilities—these are just a few of the reasons Web designers are raving about the newest version of their favorite Web tool, Macromedia Flash 8. Whether you're a beginning user looking for a good introduction to the topic or a veteran user seeking a convenient update reference, you'll find what you need in this task-based guide. Using simple step-by-step instructions, straightforward language, loads of screen shots, and a plethora of readily accessible examples, author

Katherine Ulrich shows you how to create engaging interactive content for the Web with Flash Basic 8 and Flash Professional 8. From basic vector graphics to animation with motion tweening and beyond, this inexpensive, easy-to-use guide promises to get you up to speed fast on the most important application in your design toolbox—Macromedia Flash 8. The ActionScript 2.0 Language Reference for Macromedia Flash 8 is a comprehensive reference manual that describes the application programming interface (API) for Macromedia Flash Player, the

most pervasive client runtime environment in the world. It includes valuable syntax and usage information; detailed descriptions of classes, functions, properties, and events; and copy-and-paste code samples for every element in the ActionScript language. The ActionScript 2.0 Language Reference for Macromedia Flash 8 will help you:

- Learn how to use specific APIs efficiently and effectively*
- Understand the range and variety of functionality ActionScript offers*
- Repurpose Macromedia-tested code in your own applications*

Powerful development and

design tools require thorough and authoritative technical advice and documentation. When it comes to Macromedia Flash, no one is more authoritative than Macromedia Development and writing teams. Now their official documentation is available to you in printed book form. As you work, keep this guide by your side for ready access to valuable information on using Flash. We've designed it so that it's easy to annotate as you progress.

Macromedia Flash MX

Macromedia Flash 8 For Dummies

Visual QuickStart Guide

Training from the Source

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Using ActionScript 2.0 Components with Macromedia Flash 8

Macromedia Flash Professional 8

** Learn the new, powerful features in the new release of Flash. Covers all new areas of extensibility: commands, tools, timeline effects, behaviors, and advanced topics. This book will allow you to streamline day-to-day development by showing you how to custom-build your own commands and tools. Plenty of useful examples are included throughout to demonstrate each area. * Two books in one: first part will actually get the person to understand and be able to use the Extensibility features, not just copy and paste the code in the book, but have a conceptual*

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*understanding of how it works and be able to create their own extensions. The second part of the book will be a complete reference guide, that one will want to keep around to look up commands, syntax, parameters, etc. * At this time, it's the only book covering the subject, and this book actually covers extensibility in both Flash MX 2004 and Flash MX Professional 2004. * The reference content and example files will be available from the book's companion site, www.flashextensibility.com – this site aims to be the premier site for designers and developers to go to for Flash extensibility material.*

Flash 8: The Missing Manual"O'Reilly Media, Inc."

Take advantage of Flash's increased in functionality and flexibility, and

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discover even greater creativity and brighter, more effective Web content. Get fascinating, thorough coverage of arguably the most exciting Web authoring tool ever created. Enjoy increased coverage of ActionScript, Flash's native programming language. Gain efficiency in using Flash tools. Animate your productions and publish Flash movies.

If you need to get to grips fast with creating interactive graphics and animation in Flash - then look no further! Whether you are a new user or a professional, this highly visual book is all you need to get up and running with the latest powerful upgrade - Macromedia Flash 8. Birgitta Hosea breaks down the software into its main components and offers simple, visual

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step-by-step instructions to explain the fundamental practical techniques you need to create finished projects. The accessible style and structure lets you dip in and out when working on a project, or work straight through to explore more of the program's capabilities and develop your skills. Written by a designer for designers The Focal Easy Guide to Macromedia Flash 8 offers a thorough coverage of the basic features of Flash, without going into in-depth coding with ActionScript. Birgitta Hosea is a motion graphics artist and Course Director of the London Animation Studio at Central Saint Martins College of Art and Design. Her experience ranges from designing moving branding to art directing pop promos and short films. A Volume in The Focal Easy Guide Series. The Focal

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Easy Guide series: . Starting working with new software immediately regardless of your level . Achieve professional results, learn practical skills from industry experts . Focused, user-friendly coverage of the key tools you need to know

The Definitive Guide

Extending Flash MX 2004

Creative Animation Techniques

Macromedia Flash Eight at Work

Macromedia Flash 8 on Demand

Sams Teach Yourself Macromedia Flash

8 in 24 Hours

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

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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

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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.

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

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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

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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 dollop 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,

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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.

Explores the concepts and theory of Flash MX, covering topics including

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ActionScript, XML, Web data, server-side development, offline multimedia, PHP, MySQL, and QuickTime.

If you are looking for a fast, visual way to learn Macromedia Flash 8 and create your interactive website, Macromedia Flash 8 On Demand is the book you need. Step-by-step instructions with accompanying 4-color visuals mean you'll spend less time reading and more time learning. You'll learn how you can easily integrate and add interactivity with tools, develop content using pre-built components and effectively improve authoring capabilities with

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custom extensions. The new features icon used throughout the book highlights what's new in Macromedia Flash 8 and a troubleshooting guide is included to help solve your most common problems. Also, the companion software shows you how to perform everyday tasks and helps you gain web authoring experience.

Let Macromedia Flash 8 On Demand help you master Macromedia Flash 8.

For New Users and Professionals

ActionScript 2.0 Language Reference for Macromedia® Flash® 8

For new users and professionals

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*Complete Guide and Reference
to JavaScript Flash*

*Flash CS6: The Missing
Manual*

*How to Do Everything with
Macromedia Flash*

Provides step-by-step instructions to complete a variety of projects using Macromedia Flash 8, covering such topics as video captions, special effects, and portfolios.

Spend less time reading and more time doing with a simple step-by-step approach to beginner and intermediate level office tasks.

Brilliant guides provide you with the quick, easy-to-access information that you need.

Whether you are a designer who hasn't yet used Flash, a

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professional animator who wants to create digital animation for the first time, or a Flash user who hasn't yet made the most of the animation features this book will show you how to bring your ideas to life. Get to grips with Flash and bring inspiration to your work using Alex Michael's easy to understand approach, demonstrating a wide selection of animation styles from a range of artists, along with key tips and tricks from the professionals. The ActionScript 2.0 Language Reference for Macromedia Flash 8 is a comprehensive reference manual that describes the application programming interface (API) for Macromedia Flash Player. It includes valuable syntax and

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usage information; descriptions of classes, functions, properties, and events; and code samples for every element in the ActionScript language.

Macromedia Flash Animation & Cartooning

Savvy

Understanding Macromedia Flash 8
ActionScript 2

ActionScript 2.0 Language

Reference for Macromedia Flash 8
Includes Exercise Files and Demo
Movies

Focal Easy Guide to Macromedia
Flash 8

Macromedia Flash 8 adalah versi terbaru dari Flash. Sejak diakuisisi oleh Adobe, kemampuan dan fitur-fiturnya

menjadi sangat dahsyat dan lengkap sehingga dapat digunakan untuk membuat berbagai macam aplikasi seperti animasi web, kartun, multimedia interaktif, sampai aplikasi untuk ponsel. Selain itu, Flash 8 juga kompatibel dengan software-software desain dan animasi lainnya. Make the Web interactive with your own animations Liven up your Web site with graphics that move, buttons that light up, and more Flash is fun - and this book makes it easy whether you're using a Mac(r) or Windows(r). Fill letters with images, create buttons that

glow or change color when you pass your mouse over them, play video and sound files, morph objects into different ones, and do dozens of other things to make your site flashier. Discover how to * Create animated text * Find sample Flash files * Explore links to additional information * Add sound and video * Build great user interfaces * Publish your Flash files

Brian Underdahl s Complete Reference for Macromedia Flash MX serves as a solid cornerstone for the library of new Flash designers. Covering every aspect of building

interactive Flash projects from a beginner's perspective, this handy tome is an ideal reference guide for the interactive designer starting his Flash journey. Get comprehensive coverage of the all new features and expanded functionality of the latest version of Flash. This authoritative guide can show you how to use Flash with confidence to create stunning and compact navigation interfaces, plus long-form animation, and other effects on the Web. For users at every level, this soup-to-nuts resource is essential

reading. The enclosed CD contains project files and art elements for every chapter, as well as demo versions of Canvas 8 and the Windows versions of ToonBoom Studio and Swift 3D. The CD does not, however, have a searchable PDF version of the book with color pictures. This omission is exacerbated by the lack of color pages, making any discussion of color palettes or color schemes (chapter 6) somewhat theoretical. Unlock the power of Flash and bring gorgeous animations to life onscreen. It's easy with Flash CS4: The Missing

Manual. You'll start creating animations in the first chapter, and will learn to produce effective, well-planned visuals that get your message across. This entertaining new edition includes a complete primer on animation, a guided tour of the program's tools, lots of new illustrations, and more details on working with video. Beginners will learn to use the software in no time, and experienced Flash designers will improve their skills. Expanded and revised to cover the new version of Flash, every chapter in this book provides step-by-step

tutorials to help you: Learn to draw objects, animate them, and integrate your own audio and video files Add interactivity, use special effects, learn morphing, and much more Check your work with the book's online example files and completed animations Discover new Flash toolkits and features such as Frameless Animation Use every timesaving aspect of Flash CS4, such as Library objects and Symbols Learn how to automate your drawings and animations with ActionScript 3.0 With this book, absolutely no

programming is necessary to get started with Flash CS4.

Flash CS4: The Missing Manual explains in jargon-free English exactly what you need to know to use Flash effectively, while avoiding common pitfalls, right from the start.

A Beginner's Guide

Visual QuickProject Guide

Macromedia Flash 8

Brilliant Macromedia Flash 8

Flash 8

Learning Macromedia Flash 8

Module 1 (Introductory)

Andrew Rapo and Alex Michael

explain all the important

programming concepts from a

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designer's point of view, making them completely accessible to non-programmers. Completely revised and rewritten this second edition will help you develop professional ActionScript 2 applications, and communicate knowledgably about current, Object Oriented ActionScript 2 techniques. Divided into four sections to take you from novice to professional results: *

- * Flash Fundamentals: Introduces the Flash authoring environment and basic core Flash concepts.
- * ActionScript 2 Fundamentals: Explains basic programming concepts and terminology, and shows how ActionScript 2 classes are constructed and used.
- * Built-in

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Classes: Describes the built-in ActionScript classes that are available for use in applications, including the MovieClip class, Key class, Sound class, etc. * **Using ActionScript to Build a Game:** Describes the development process for creating a complex Flash application and presents commercial-quality game coding examples. **Bring new life to your graphics and easily create and publish movies, sound files, presentations, interactive web content, and much more with help from this step-by-step guide.** **How to Do Everything with Flash 8** shows you how to get the most from this tremendously powerful multimedia design tool through easy-

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to-follow and well-organized bits of information. Fully updated to cover all the new and existing Flash features--including advanced interactivity with ActionScript--this valuable resource will help you discover why Flash is the world's most popular web graphics application.

Showcases the computer animation program's newly designed interface while explaining how to build interactive Web sites using innovative graphics, text, and animated images.

Face it: Poorly designed, static Web sites just don't cut it anymore. The Web (not to mention the technology surrounding it) has been around long

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enough, and people are used to seeing and expect a little razzle-dazzle when they go online. For just \$12.99, this compact guide shows you how to deliver it! Whether your boss wants you to jazz up the company's Web site or you're burning the midnight oil trying to pull together some Web animations for a class project, this tightly focused, project-based guide shows you how to start creating Flash animations in an instant! Using big, bold full- pictures and streamlined instructions, it covers just the need-to-know essentials that will get you animating with the latest version of Flash: using the Flash 8 authoring tool, creating and animating

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graphics, tweening, adding sound,
and more!

The Complete Reference

Basic techniques for creatives

Macromedia Flash MX Developer's
Guide

Student Guide Series : Macromedia
Flash 8

Macromedia Flash MX 2004

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

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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:

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The Missing Manual offers you complete and objective coverage. It's the perfect companion to this powerful software.

Accompanying CD-ROM contains ... "classroom-proven exercises and QuickTime training videos." -- p. [4] of cover.

Developing Extensions for Macromedia Flash 8 describes how to build Flash JavaScript extensions to enhance the developer ' s experience while working in the Flash authoring environment. This book explains how each type of extension works and describes the JavaScript application programming interface (API) functions that Flash calls to implement the extension.

In Developing Extensions for Macromedia Flash 8, learn how to:

- Automate repetitive tasks
- Add

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custom tools to the Tools panel • Add Timeline effects • Add, remove, and modify filters that are applied to objects on the Stage • Manage Flash project files • Access, modify, and delete files and folders on the local file system Powerful development and design tools require thorough and authoritative technical advice and documentation. When it comes to Macromedia Flash, no one is more authoritative than Macromedia Development and writing teams. Now their official documentation is available to you in printed book form. As you work, keep this guide by your side for ready access to valuable information on using Flash. We ' ve designed it so that it ' s easy to annotate as you progress. Components are “ packaged ” pieces of the Flash user interface, data

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integration tools, and media player that form the building blocks for building rich internet applications. They encapsulate complex functionality to make Flash development easier and more efficient, by letting developers reuse, share, and customize code. This book describes how to work with components and their supporting classes. In *Using ActionScript Components with Macromedia Flash 8*, learn how to:

- Set component properties and parameters
- Write functions to handle component “ events, ” such as clicking, loading, and rollovers
- Customize component appearance
- Create your own components and distribute them to other developers and designers
- Use supporting classes for managing component depth and focus, or to

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customize data, styles, transition effects, and Web services Includes the following books in the Macromedia online documentation: • Using Components • Components Language Reference Powerful development and design tools require thorough and authoritative technical advice and documentation. When it comes to Macromedia Flash, no one is more authoritative than Macromedia Development and writing teams. Now their official documentation is available to you in printed book form. As you work, keep this guide by your side for ready access to valuable information on using Flash. We ' ve designed it so that it ' s easy to annotate as you progress.

The Complete Idiot's Guide to
Macromedia Flash 5

Macromedia Flash 8 Revealed, Deluxe

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Macromedia Flash 8 User Guide

Education Edition

Flash CS4: The Missing Manual

Projects for Learning Animation and Interactivity

The Missing Manual

Macromedia Flash 8 for Windows and Macintosh

Hailed as "a superb resource" (Computer Arts magazine) and "a boon to serious users" (.NET magazine), this unique guide shows intermediate designers how to harness the full potential of Flash Organized into self-contained sections covering Flash art, interactivity, media, and delivery, the book offers easy-to-follow explanations as well as hands-on projects and tutorials The logical organization and navigation grid at the front of the

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book make it easy to find information on a particular topic

The CD-ROM includes a Flash tryout, tutorial files, sample animations and ActionScripts, graphics files, and third-party tools Now at a new value price below \$40-\$5 less than the previous edition!

Macromedia Flash is fast becoming the Web's most widely used platform for creating rich media with animation and motion graphics, but mastering Flash isn't easy. Most entry-level books teach through simple examples that concentrate on either animation or scripting, but rarely both together. To get the most from Flash 8, you not only need to

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be proficient in programming/interface design, you need the creativity for story telling and the artistic insights to design fluid animation. Flash 8: Projects for Learning Animation and Interactivity teaches Flash design rather than simply Flash itself. With a standalone series of walkthroughs and tutorials for Flash beginners coming from a graphics field, this book teaches Flash in the context of real-world projects. Rather than learn a Flash tool for the sake of it, you learn which areas of Flash are important, and which are less used, simply by seeing how typical content is actually created. And rather than a text-heavy approach,

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this graphically rich book leads you through hands-on examples by illustration. Each project in the book starts with goals and broad sketches before moving to design and scripting. This helps you understand design intent—the why of the process—rather than just learning the interfaces and the how of it all. Along the way, you'll create Flash content that includes traditional animation techniques (as seen in full-length animated features), and ActionScript-based interactive animation, such as custom web site interface designs. You also learn how to combine both traditional animation techniques and ActionScript to create feature-rich Flash assets

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from the ground up. Co-authored by educational developers with years of experience creating compelling content, interfaces, and applications, *Flash 8: Projects for Learning Animation and Interactivity* offers a content-driven approach that is also inspiration-driven. You learn because you're accomplishing something tangible, not because you think you need to know how a tool works. If you want to understand how various features of Flash come together to create a final end design, this book provides you with both the insight and the know-how. Discusses the basic concepts of Flash, including the work

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environment, drawing, animations, motion guides, masks, symbols, imported graphics, sound, movies, and ActionScript. Thoroughly updated to cover the new version of Macromedia Flash - Flash MX - this second edition builds on the strengths of the original book while incorporating changes from this major revision of the software.

Learning ActionScript 2.0 for Macromedia Flash 8

Flash 8: Projects for Learning Animation and Interactivity

Flash CS3: The Missing Manual

Macromedia Flash 8 - A Tutorial Guide

Creating a Web Site with Flash 8

Flash 8: The Missing Manual