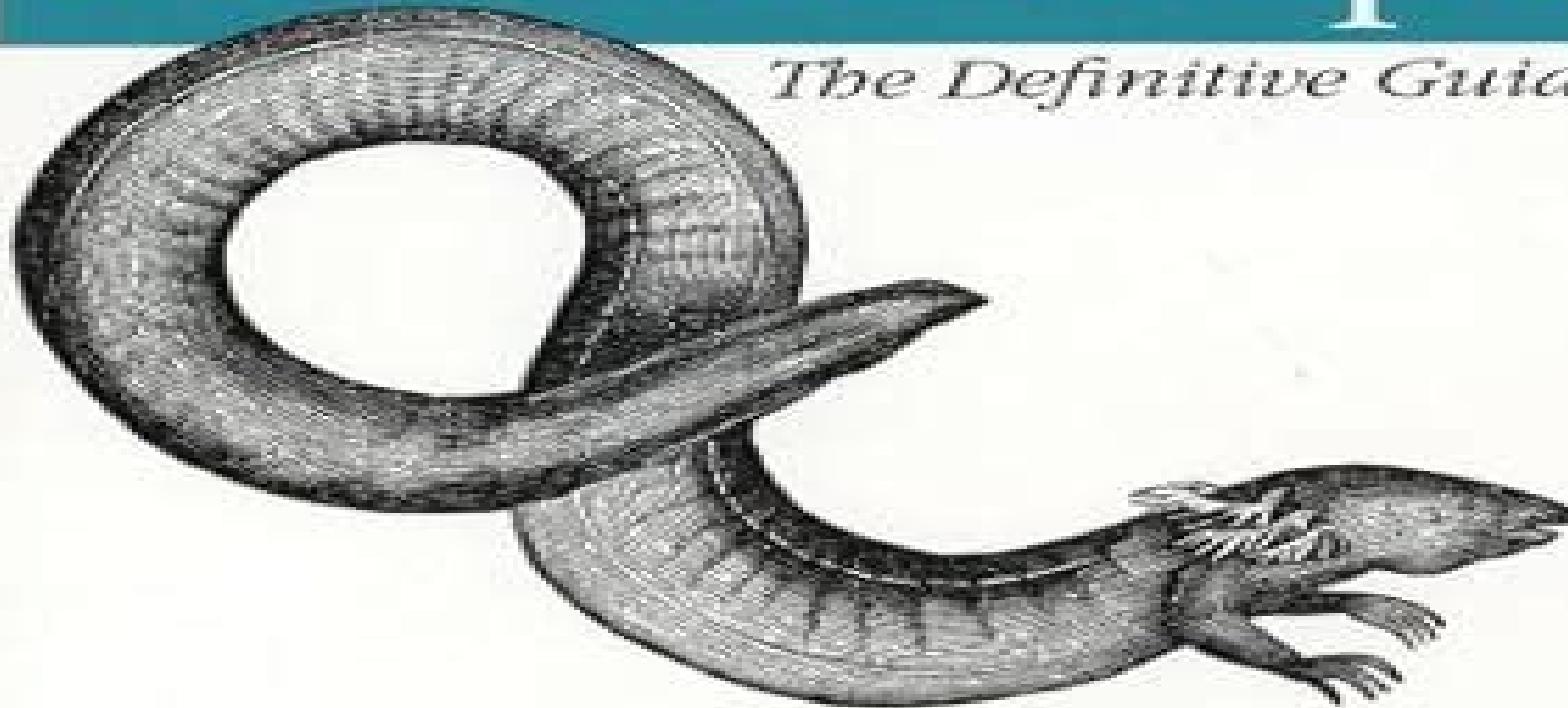


Mastering Flash Programming

Forward by
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2 Published to coincide with the release of Flash X the newest version of this widely used Web development tool **Flash 8: Projects for Learning Animation and Interactivity** Rich Shupe, Robert Hoekman, Jr., 2006-03-28 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 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 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 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.

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Weinman,2002 UntitledFlash 5 Hands on Training is a tutorial based learning tool for beginning Flash designers from Lynda Weinmans best selling Hands on Training series With no prior experience using Flash users will be led through a series of exercises that start quite simply and increase in complexity until they have learned how to use all of the basic tools in Flash 5 Beginning with the drawing tools users will learn how to create art and basic shape tweens convert their art to symbols and then create motion tweens and gradually build more complex animations and buttons by learning how to use multiple scenes layers movie clips and the basic ActionScripting features that ship with the program Like the other books in the Hands on Training series this book comes with a companion CD ROM that includes a trial version of the software the complete exercise files and QuickTime movies featuring demonstrations from the authors **Essential ActionScript 3.0** Colin Moock,2007-06-22 A guide to ActionScript programming covers such topics as conditionals and loops functions datatypes interfaces event handling namespaces XML Flash programmatic animation and bitmap programming

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