



Manual de Adobe Flash CS5 Professional en español

# Flash Cs5 User Guide

**Chris Grover**



## Flash Cs5 User Guide:

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*The Essential Guide to 3D in Flash* Richard Olsson, Rob Bateman, 2010-08-06 If you are an ActionScript developer or designer and you would like to work with 3D in Flash this book is for you You will learn the core Flash 3D concepts using the open source Away3D engine as a primary tool Once you have mastered these skills you will be able to realize the possibilities that the available Flash 3D engines languages and technologies have to offer you with Flash and 3D Describes 3D concepts in theory and their implementation using Away3D Dives right in to show readers how to quickly create an interactive animated 3D scene and builds on that experience throughout the book Each chapter contains a number of tutorials that focus on one specific feature or group of features

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**iMovie '11 & iDVD: The Missing Manual** David Pogue, Aaron Miller, 2011-03-16 Apple's video editing program is better than ever but it still doesn't have a printed guide to help you get started That's where this gorgeous full color book comes in You get clear explanations of iMovie's impressive new features like instant rendering storyboarding and one step special effects Experts David Pogue and Aaron Miller also give you a complete course in film editing and DVD design Edit video like the pros Import raw footage add transitions and use iMovie's newly restored intuitive timeline editor Create stunning trailers Design Hollywood style Coming Attractions previews for your movies Share your film Distribute your movie in a variety of places on smartphones Apple TV your own site and with one click exports to YouTube Facebook Vimeo CNN iReport and MobileMe Make DVDs Design the menus titles and layout for your DVDs and burn them to disc This book covers version 9 of Apple's iMovie software



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