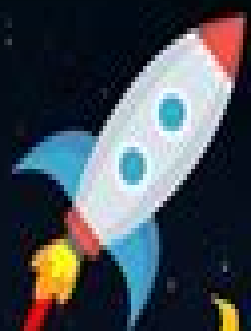LEARN ADOBE ANIMATE

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Animating with Flash MX Alex Michael,2012-10-02 If you are a professional animator and want to learn to use the Flash environment as a vehicle for your creative work then this is the book for you It gets you up to speed fast with the basics of how to use Flash MX to animate so you can start concentrating on how best to translate your animation skills to this medium The techniques shown throughout the book build up in skill level quickly showing you clearly and concisely the most effective way to translate your animations into Flash with the focus remaining on the importance of creative animation techniques Benefit from Sprite Interactive s wealth of tips and tricks from their wide range of professional Flash animation work and successful training courses Learn how to apply these techniques to your own work how to make your characters run in Flash speed them up and slow them down make them stumble as they walk show their anger or fear make them come to life Alex Michael Lead Animator and MD of Sprite Interactive www sprite net shows you how to achieve all the creative skills of traditional animation using Flash so you can create work for a wide variety of new and innovative platforms including PocketPCs and interactive TV as well as video and the web The free CD includes all the files you need to try everything in the book for yourself as well as invaluable time and money saving animation processes and tools Make sure you are at the cutting edge of animation and push your creative skills to the edge if you want to animate successfully in Flash buy this book

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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 *Flash 8: The Missing Manual* E. A. Vander Veer,2006-03-22 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 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 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 Creating Web Pages All-in-One Desk Reference For Dummies Emily A. Vander Veer,Doug Lowe,Eric J. Ray,Deborah S. Ray,Damon Dean,Camille McCue,Emily Sherrill Weadock,Joyce J. Nielsen,Mariva Aviram,Stephen Lockwood,Madhu Siddalingaiah,2004-02-01 Whether you want to build a Web page to recap a recent family reunion promote your beagle breeding business or market the next pet rock and make millions through e commerce this book will get you started With almost 800 information packed pages it s actually nine concise minibooks each tackling a specific aspect of Web development Beginners will get off to a good start and old hands will learn the latest on XML JavaScript and more This guide covers Getting up to speed on the basic information and skills you need to start creating a Web site Finding an Internet Service Provider ISP or a free Web hosting like Yahoo GeoCities to host your Web pages Choosing and registering a domain name Selecting tools for your Web workshop including Web browsers graphics programs HTML editors Java and animation tools and office suites Designing and tweaking Web pages with HTML Using FrontPage 2003 as an HTML editor an image editor and a Web site publisher Using Dreamweaver MX 2004 with info on incorporating images such as rollovers and hot spots laying out pages with layers using templates and more Adding pizzazz to your Web pages with multimedia including graphics sound video animation and applets Using JavaScript to create interactive features such as clickable images and

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