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Macromedia Flash Basic 8 or Macromedia Flash Professional 8 can seem like a very complex programs to learn. One reason for this seeming complexity is that you can use it for so many different things, such as cartoon animations, media players, and sophisticated software. This tutorial is suitable for you if you're opening Flash 8 for the first time.

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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.

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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.

Flash is the most popular Web animation tool in the world, widely used by Web designers, game developers, and others who want to add vibrant content to a Web site This book shows Flash newcomers how to get up and running quickly, demonstrating how to create and edit objects, add interactive elements, work with sound, animate objects, and deliver the finished product onlineExplains how to incorporate streaming video elements and create presentations for mobile devices Now thoroughly updated to cover new program features and enhancements.

Confused by ActionScript? Want to get to grips with creating interactive graphics and animation in Flash quickly? Whether you are a new user or a professional illustrator, designer or animator experienced in other animation and effects packages, this highly visual, color book will be all you need to get you up and running with the latest powerful upgrade - Macromedia Flash 8. Birgitta Hosea uses tried and tested material based on her teaching, breaking down the software into its main components and providing lots of screenshots and simple step-by-step instructions. This encourages you to get the most out of the program and fully develop your skills, whilst allowing those with particular needs to 'jump ahead'. The structure and style, influenced by the author's commercial and creative expertise, allows you either as a student or professional to dip in and out according to the needs of your specific projects, but also allows the exploration of the programs capability when you have more time. It is a generalist, accessible, visual and a truly introductory guide, written from the perspective of a designer with a thorough coverage of the basic features of Macromedia Flash 8, 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 idents and promotional materials to working as an Art Director on 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

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.

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.

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 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 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

Macromedia Flash is the industry-standard tool for producing web sites. This book takes an easy, visual approach to teaching Flash 8, using pictures to guide you through the software and show you what to do.

Andrew Rapo and Alex Michael explain all the important programming concepts from a 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 knowledgeably 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 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.

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.

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