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can seem like a very complex

programs to learn. One reason for

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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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and supporting Flash authors during the beta period while we were learning all the new features of Flash 8, testing Flash, and writing, all at the same time. Finally, I'd like to thank the Flash community and specifically all the Flash designers who contributed Flash ...

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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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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

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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, including titles on web design and scripting--most written for non-technical readers. Her

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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.

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

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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

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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

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- Publish your Flash files

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

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document, and using
ActionScript.

* 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 understanding of how it works

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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.

An improved script editor (with a

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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

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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.

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 knowledgably about current,

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examples.

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

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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

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

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