

Adobe Flash Professional Cc Classroom In A Book The Official Training Workbook From Adobe Systems Classroom In A Book Adobe

The fastest, easiest, most comprehensive way to learn Adobe Dreamweaver CS4 Adobe Dreamweaver CS4 Classroom in a Book contains 11 lessons. The book covers the basics of learning Adobe Dreamweaver and provides countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Learn how to create and manage web sites, build rich interactive interfaces, incorporate graphics, text, and video, and use Photoshop Smart Objects. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." –Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems incorporated, developed with the support of Adobe product experts. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips:

- If you are able to search the book, search for "Where are the lesson files?"
- Go to the very last page of the book and scroll backwards.
- You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files.
- Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

A guide to Flash Professional CC offers ten lessons covering such topics as creating and editing symbols, animating shapes and using masks, working with sound and video, and publishing to HTML5.

Adobe Flash Professional CC Classroom in a Book (2014 Release) Pearson Education

Move beyond the limitations of programming standards and license agreements and get back to animating with a new edition of the bestselling How to Cheat in Adobe Flash, the real world guide to developing dynamic and fun Flash content. Whether you are creating an animated short, catchy and fun cartoon or mobile game, save time and money with expert cheats by renowned Flash Expert, Chris Georgenes with all new content for the Flash CSX revision. With practical applications and step by step tutorials solve problems quickly to develop creative projects to time and to budget. Want to hone your Flash skills so you can remain competitive in a diverse market while concentrating on your animation? Then How to Cheat in Flash is for you! Chris Georgenes shows how to work from the problem to the solution - from the viewpoint of an animator who has been commissioned to create a job and is working to a deadline and to a budget. Each technique is designed as a double-page spread so you can prop the book up behind your keyboard or next to your monitor as a visual reference while working alongside it. Many of these walkthroughs are real-world client projects, with the source files supplied for you to open and explore. With these real-life professional projects you'll discover how to: bring objects to life with cool motion effects, make it rain, snow or set your world ablaze, develop flash mobile applications and many more tips and tricks not found anywhere else! With his in-depth knowledge of the little-known secrets used by the pros to produce creative, professional animations, Chris is the go-to guru for designers and

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animators who want to create great animation, applications or motion design with Flash. Fully updated for CSX, How to Cheat in Flash CSX, is a goldmine of artistic inspiration, timesaving practical tips, tricks and step-by-step walkthroughs that you'll wonder how you survived without it. New! CSX cheats and examples with practical solutions for the busy animator with a focus on Action Script, Flash for mobile applications, specifically for Android development, as well as a focus on an improved physics engine. Put the Adobe Flash CSX cheats to the test with the fully updated companion website with downloadable Flash source files, examples and video tutorials, and a creative commons game, developed with Adobe, to demonstrate the new functionality of CSX!

The fastest, easiest, most comprehensive way to learn ActionScript® 3.0 for Adobe Flash CS4 Professional ActionScript® 3.0 for Adobe Flash CS4 Professional Classroom in a Book contains 14 lessons. The book covers the basics of learning ActionScript and provides countless tips and techniques to help you become more productive. You can follow the book from start to finish or choose only those lessons that interest you. Learn to add interactivity to Flash files using ActionScript 3.0: Control timelines and animation, write event-handling functions, and control loading of and interaction with data, text, video, sound, and images. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." —Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: · If you are able to search the book, search for "Where are the lesson files?" · Go to the very last page of the book and scroll backwards. · You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. · Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Photoshop choose Adobe Photoshop CC Classroom in a Book (2015 release) from Adobe Press. The 14 project-based lessons in this book show users step-by-step the key techniques for working in Photoshop and how to manipulate images, edit motion-based content, and create image composites. In addition to learning the key elements of the Photoshop interface, this completely revised CC (2015 release) edition covers automatically repairing empty areas of a merged panorama using Content-Aware Fill, making the noise level of a Blur Gallery effect consistent with an image, and adding specialized type characters more easily in the new Glyphs Panel. Learn to easily reuse design assets and share them with your team using Creative Cloud libraries with Linked Smart Objects, and instantly modify duplicated content using the enhanced Content Aware Move tool. Design screens more efficiently for the range of display sizes across desktop and mobile devices using multiple Artboards, test them on actual hardware using Device Preview, and generate output using the iteration-friendly Export Assets workflow. The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases new features for Creative Cloud customers. And new to this release, all buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and interactive multiple-choice quizzes. As always with the Classroom in a Book, Instructor Notes are available for teachers to download.

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Visual effects and motion graphics pros of all stripes - from broadcast professionals to VFX supervisors to Web designers who need to produce occasional video segments - will welcome the dramatically accelerated features provided in the brand-new After Effects CS4. This best-selling book has been revised to cover all that's new in this upgrade: the ability to import 3D layers from Photoshop; the Cartoon effect that converts live-action footage into stylized imagery; Adobe Device Central CS4, which lets you preview and test animations for mobile devices, and more. Designed around a single complex project that's broken down into manageable lessons, this book mimics a real-world workflow - but one that readers tackle at their own pace. Contains all the lesson files and footage readers need to complete the lessons. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: · If you are able to search the book, search for "Where are the lesson files?" · Go to the very last page of the book and scroll backwards. · You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. · Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear.

A Complete Training Package! Full-color, step-by-step instructional book Video training from expert instructors Tutorials and lesson files on companion DVD You have a personal tutor in the Digital Classroom If you want expert instruction that fits into your schedule, the Digital Classroom series delivers. Expert instructors guide you through each lesson, helping you learn essential Premiere Pro CC skills at your own speed. Full-color, step-by-step instructions in the book are enhanced with video tutorials on the companion DVD. With this Digital Classroom training package, you have your own private instructor showing you the easiest way to learn Premiere Pro CC. Import video, audio, and still images and edit them together on the Timeline Add transitions and effects to your video to make your projects more engaging and appealing Automatically stabilize shaky footage with the Warp Stabilizer Animate layered Photoshop files to create onscreen graphics Create text and titles using the built-in Premiere Pro Titler Use Adobe Encore to author your projects to disk or for web distribution DVD and other supplementary materials are not included as part of the e-book file, but are available for download after purchase.

"Contains 19 lessons. The book covers the basics of learning Adobe Premiere Pro CS6 and provides countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you"--Back cover.

The fastest, easiest, most comprehensive way to learn. The best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe, developed with the support of Adobe product experts. Contains 16 lessons that cover the basics and beyond, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Build a strong foundation by following hands-on projects for creating logos, illustrations, and posters. Learn how to use the Shaper tool and Live Shapes along with dynamic symbols to streamline graphics creation. Create website assets and export them in multiple formats to support modern responsive web designs. From exacting illustration to more free-form painting, you'll gain vital skills as you progress through the lessons. The online companion

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files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Animate choose Adobe Animate CC Classroom in a Book (2018 release) from Adobe Press. The 12 project-based step-by-step lessons in this book show users the key techniques for working in Animate. Adobe Animate CC provides more expressive tools, powerful controls for animation, and robust support for playback across a wide variety of platforms. Learn how to use and create vector-based brushes for painterly effects. Gain more advanced control over complex animations with the Camera tool, and learn to focus the action on different parts of the Stage. Explore the new Layer Depth panel which lets you control the depth level of individual layers, creating a more realistic sense of space. Support for SVG, WebGL, HTML5 animation and video, and seamless collaboration with other designers and with other Adobe applications through Creative Cloud libraries make Adobe Animate the ideal development environment for creative animation and multimedia. The online companion files include all the necessary assets for readers to complete the projects featured in each lesson as well as ebook updates when Adobe releases relevant new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

Use solid and practical exercises to master the fundamentals of Adobe Animate CC. This is one of the first comprehensive books on Adobe Animate CC to thoroughly examine and demonstrate how to create and deploy interactive and motion design content to mobile, tablet, and desktop screens. Using a series of carefully developed tutorials, Beginning Adobe Animate CC will lead you from basic Animate CC document workflows to the point where you can create animations, interactive projects, and anything else using a variety of techniques. Each chapter focuses on a major aspect of Animate CC and then lets you take over with a series of "Your Turn" exercises that let you create amazing projects based on what you have learned. Beginning Adobe Animate CC focuses on the core skill set needed to master Animate CC and while you are at it, you will be guided to the mastery of the fundamentals, such as drawing tools, movie clips, video and audio content, text, graphics, external data, components, and a solid overview of the code you need to know to take your skills to the next level. What You Will Learn: Create and deploy animated and interactive content for the HTML 5 universe. Create images and vector graphics for use in Animate CC. Examine a variety of animation techniques that make full use of the Animate CC timeline. Add video and audio content to an Animate CC project. Use many of the graphic creation tools in Animate CC. Publish your projects to a variety of formats. Who This

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Book is For: Those who are proficient in creating and publishing animated and interactive web-based content. It will also help those who are proficient in using Adobe Flash Professional CC to understand the improvements and new workflows found in Adobe Animate CC. div

Annotation The fastest, easiest, most comprehensive way to learn Flash Professional CC (2014 release) Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does-an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe Flash Professional CC Classroom in a Book contains 10 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. In addition to learning the key elements of the Flash Professional interface, this completely revised CC (2014 release) edition covers new features, including the Variable Width stroke tool, the new Motion Editor panel, and improved export to Web Standards formats like HTML5 and SVG. Purchasing this book gives you access to the downloadable lesson files you need to work through the projects in the book, and to electronic book updates covering new features that Adobe releases for Creative Cloud customers. For access, goto www.peachpit.com/redeem and redeem the unique code provided inside this book."The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students."Barbara Binder, Adobe Certified Instructor Rocky Mountain Training.

Flash Professional CS6 is such a powerful program that it can seem overwhelming to new or occasional users. With Flash Professional CS6: Visual QuickStart Guide, readers get a solid grounding in the fundamentals of the most recent version of the software. Highlights include new user options for setting document properties when creating or modifying documents; new layout and options in the Publish Settings dialog; working with tabbed text in Flash's text-layout framework; copying and pasting Timeline layers. Plus, learn about new options for exporting assets created in Flash as a PNG sequence; as a sprite sheet, or as JavaScript and HTML5, via the CreateJS extension. Includes eBook and Video Access In addition to concise, step-by-step explanations of core tools and tasks, with plenty of helpful screen shots to keep you on track as you work, Flash Professional CS6: Visual QuickStart Guide includes an hour-long HD video and eBook. In addition to reading about how to use the tool, you can watch it in action. You can also download digital versions of this book to load on the mobile device of your choice so that you can continue learning whenever and wherever you are. We provide you with both the ePub and PDF to ensure that you get the experience that best suits your viewing needs.

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The fastest, easiest, most comprehensive way to learn Adobe Premiere Pro CC Classroom in a Book®, the best-selling series of hands-on software training workbooks, offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe Premiere Pro CC Classroom in a Book contains 19 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. Purchasing this book gives you access to the same lesson files that appear on the included DVD in addition to electronic book updates covering new features that Adobe releases for Creative Cloud customers. For access, go to www.peachpit.com/redeem and redeem the code provided inside this book. “The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.” Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training

The best-selling guide to Adobe's powerful digital video editing application, fully updated for Adobe Premiere Pro Creative Cloud. * *Includes 18 hands-on lessons that use clear, step-by-step instructions with accompanying screenshots to explain how to efficiently edit video in Premiere Pro. *Covers new features, including Link and Locate, synch of multi-camera with second-system sound, new audio effects, deep color workflows with Lumetri Deep Color engine, and a redesigned, customizable timeline panel *Companion DVD includes sample media files for all of the book's projects. The 18 project-based lessons in this book show readers step-by-step the key techniques for working in Premiere Pro CC. Readers learn to take a project from beginning to end where they'll get the basics on things like organizing media, using audio, creating transitions, producing titles, and adding effects. Once they have the basics down, they'll learn how to take their projects further by sweetening and mixing sound, compositing the footage, adjusting color, using multicamera editing techniques, outputting, and much more. ((This completely revised edition covers new features and refinements, including Link and Locate, for finding files faster, synch of multi-camera media with second-system sound, and built-in support for closed captioning. Multiple editing and timeline improvements have been made such as improved track targeting, customizable track headers, new indicators for through edits and start and end of media, and much more. Best of all, the companion DVD includes lesson files and real-world media assets so readers can work step-by-step along with the book. Lesson files and assets are included as a download so readers can work step-by-step along with the book. Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe After Effects CC (2019 release) choose Adobe After Effects CC Classroom in a Book (2019 release) from Adobe Press. The 15 project-based lessons in this book show users step-by-step the key techniques for working in After Effects. Learn how to create, manipulate, and optimize motion

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graphics for film, video, DVD, the web, and mobile devices. Gain hands-on experience animating text and images, customizing a wide range of effects, tracking and syncing content, rotoscoping, distorting and warping images and video, and correcting color. Create Motion Graphics templates in After Effects so colleagues can make specific edits in Premiere Pro without accidentally changing other critical settings. Learn to create 3D content with both After Effects and Maxon Cinema 4D Lite (included with the software). The online companion files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

Adobe Edge Animate is a powerful, intuitive tool for creating stunning animated and interactive content using HTML5, CSS3 and JavaScript. Edge Animate is intuitive and has powerful features that can save time and headaches. Content made with Edge Animate runs gracefully on mobile devices and desktops, expanding your reach on the modern web. Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Edge Animate choose Adobe Edge Animate Classroom in a Book from the Adobe Creative Team. The 7 project-based lessons in this book show readers step-by-step the key techniques for working in Edge Animate and how to create Web-Standards compliant graphics with animation and interactivity using this new HTML5 authoring tool from Adobe. This new Classroom in a Book starts out by showing you how to create shapes and make transformations, then add creative typography using Web fonts within precision layouts using intuitive tools. The next project introduces motion graphics on a timeline with property-based keyframing, and goes on to add complexity with nested animations and easing. Integrating interactivity comes next and shows users how to choose a method depending on their knowledge of coding: beginners can use built-in code snippets or more advanced users can employ custom JavaScript. Finally, the reader learns how to use percentage-based positioning and sizing for responsive designs that dynamically adapt their content's resolution to a variety of browsers and devices. At the end of the course, the reader will have mastered Adobe Edge Animate to create interactive and animated content that runs seamlessly across desktops, smart phones, and tablets. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." — Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training((Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Illustrator CC (2018 release) choose Adobe Illustrator CC Classroom in a Book (2018 release) from the best-selling series of hands-on software training workbooks from Adobe Press. The 15 project-based lessons show users the key techniques for realizing your creative potential with Adobe Illustrator CC. Following hands-on step-by-step projects, users create logos, illustrations, posters, and more. Explore the new Essentials workspace that makes learning Illustrator even easier. Learn how to use the Shaper tool and Live Shapes along with

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dynamic symbols to streamline graphics creation. Create website assets and export them in multiple formats to support modern responsive web designs. From exacting illustration to free-form painting, you'll build a strong foundation in Illustrator as you progress through the lessons. The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases relevant new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

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This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Animate choose Adobe Animate CC Classroom in a Book (2017 release) from Adobe Press. The 10 project-based lessons in this book show users step-by-step the key techniques for working in Animate. Adobe Animate CC provides more expressive tools, powerful controls for animation, and robust support for playback across a wide variety of platforms. Learn how to use and create vector-based brushes for painterly effects. Gain more advanced control over complex animations with the new Camera tool, and learn to focus the action on different parts of the Stage. Support for SVG, WebGL, HTML5 animation and video, and seamless collaboration with other designers and with other Adobe applications through Creative Cloud libraries make Adobe Animate the ideal development environment for creative animation and multimedia. The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases new features for

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Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and interactive multiple-choice quizzes. As always with the Classroom in a Book, Instructor Notes are available for teachers to download.

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Photoshop choose Adobe Photoshop CC Classroom in a Book (2018 release) from Adobe Press. The 15 project-based lessons show key step-by-step techniques for working in Photoshop, including how to correct, enhance, and distort digital images, create image composites, and prepare images for print and the web. In addition to learning the essential elements of the Photoshop interface, this revised edition for the 2018 release covers features like search capabilities, Content-Aware Crop, Select and Mask, Face-Aware Liquify, designing with multiple artboards, creating and organizing enhanced brush presets, and much more! The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases relevant new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

Adobe Flash Professional CC 2015: A Tutorial Approach textbook introduces the readers to the Adobe Flash Professional CC 2015, one of the world's leading 2D graphics, animation, and web design and development software. Flash CC 2015 book covers all the features of Adobe Flash Professional CC 2015. In Flash CC 2015 book, the author emphasizes on the 2D drawings, animation, web page design and development, Android App development, ActionScript 3.0, sound and videos, and exporting and publishing for web. Flash CC 2015 book will help you unleash your creativity, thus enabling you to transform your imagination into reality with ease. Flash CC 2015 book caters to the needs of both novice and advanced users of the software. Written with the tutorial point-of-view and learn-by-doing theme, Flash CC 2015 book is ideally suited for learning at your convenience and pace.

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Premiere Pro CC (2018 release) choose Adobe Premiere Pro CC Classroom in a Book (2019 release) from Adobe Press. The 18 project-based lessons in this book show users step-by-step the key techniques for working in Premiere Pro. Learn to edit video in Adobe Premiere Pro CC 2019 and get the most out of your workflow. Learn how to take a project from beginning to end, organize media, add audio, create transitions, produce titles and captions, and add effects. Take your projects further by sweetening and mixing sound, compositing footage, adjusting color, using advanced editing techniques, managing projects, working with 360 video for VR headsets, animating graphics and video, exporting, and much more. Workflows incorporating Adobe Photoshop, Adobe After Effects, and Adobe Audition expand your creative options. The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases relevant new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and multiple-choice quizzes.

Knowing the industry-standard animation and interactivity tool Adobe Animate CC (previously known as “Flash

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Professional”) can help you get a foothold in the exciting web design and mobile app-development world. Learn Animate CC by building cool creative projects that will teach you how to: Design and animate vector artwork Compose an animated greeting card using HTML5 Build a promotional video with text and images animated in 3D Construct a working digital clock using ActionScript Design and code an interactive quiz for mobile devices This study guide uses more than 6 hours of video integrated with text to help you gain real-world skills that will get you started in your career designing and building interactive media using Adobe Animate CC. It lays the foundation for taking the Adobe Certified Associate (ACA) exam in Interactive Media Using Adobe Flash Professional CC (name correct at press time) and helps prepare you for an entry-level position in a competitive job market. Purchasing this book gives you access to valuable online extras. Follow the instructions in the book’s “Getting Started” section to unlock access to: The Web Edition containing instructional video embedded in the complete text of the book with interactive review questions along with product updates Downloadable lesson file you need to work through the projects When creating the Adobe Certified Associate examination, Adobe conducted research to identify the foundational skills students need to effectively communicate using digital media tools. Based on feedback from educators, design professionals, businesses, and educational institutions around the world, the objectives cover entry-level skill expectations for each topic. The ACA exams have proved to be highly successful around the world. To create this new product, Peachpit and Adobe Press have joined forces with team of outstanding instructors who have a great track record getting students certified: Rob Schwartz and his colleagues at BrainBuffet.com Joseph Labrecque is a senior interactive software engineer at the University of Denver where he also teaches classes on Adobe Animate CC (formerly Flash Professional), web animation, graphics production, and mobile application design. Joseph is an Adobe Education Leader (AEL) and an Adobe Community Professional. He received the Adobe Education Impact Award in 2010 and currently serves on the AEL Advisory Board. Joseph produces written and video content for Adobe Press, Peachpit, O’Reilly, Lynda.com, and BrainBuffet.com. What you need to use this book: Adobe Animate CC (2015 release) software, for either Windows or Mac OS. (Software not included.)

A guide to Flash Professional CC offers ten lessons covering such topics as creating and editing symbols, animating shapes and using masks, working with sound and video, and publishing for Flash Player, HTML5, and mobile devices. Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Photoshop choose Adobe Photoshop Classroom in a Book (2020 release) from Adobe Press. The 15 project-based lessons show key step-by-step techniques for working in Photoshop, including how to correct, enhance, and distort digital images, create image composites, and prepare images for print and the web. In addition to learning the essential elements of the Photoshop interface, this revised edition for the 2020 release covers features like the new Object Selection tool, saving Cloud

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Documents for easy access from Photoshop on other devices such as the Apple iPad, removing objects with upgraded Content-Aware Fill, applying styles and objects such as gradients and shapes, instantly using redesigned Presets panels, and much more! The online companion files include all the necessary assets for readers to complete the projects featured in each chapter. All buyers of the book get full access to the Web Edition: A Web-based version of the complete ebook enhanced with video and multiple-choice quizzes

Presents a guide to using Dreamweaver CC, describing how to design and launch a web site, understand the role of style sheets, add text, create forms, insert tables, and work with content management systems.

This package (ISBN: 9780133520521) contains: 1 access card to the MyGraphicsLab Adobe Flash Professional CC Course for Rich Media Communication 1 copy of Adobe Flash Professional CC Classroom in a Book e-Text Package does not include a print text Product Description The MyGraphicsLab Adobe Flash Professional CC Course for Rich Media Communication provides you and your students with a complete solution: portfolio-building projects, presentations, videos, and quizzes. As an added bonus this course is mapped and structured to the objectives of the Adobe Certified Associate (ACA) Exams! Key features include: * Comprehensive introductory presentations that cover all ACA objectives. * Fresh and innovative projects with project files that reinforce core concepts through creative, hands-on experience. * Premium-quality instructional video tutorials (with closed captioning) to enhance what you teach. * Reading excerpts selected from the Classroom in a Book text that increase comprehension of each topic. * Pre- or post-test quizzes allow for flexible assessment.

Master C# Programming with a unique Hands-On Project (Updated for VS Community 2017) Have you always wanted to learn computer programming but are afraid it'll be too difficult for you? Or perhaps you know other programming languages but are interested in learning the C# language fast? This book is for you. You no longer have to waste your time and money learning C# from boring books that are 600 pages long, expensive online courses or complicated C# tutorials that just leave you more confused. What this book offers... C# for Beginners Complex concepts are broken down into simple steps to ensure that you can easily master the C# language even if you have never coded before. Carefully Chosen C# Examples Examples are carefully chosen to illustrate all concepts. In addition, the output for all examples are provided immediately so you do not have to wait till you have access to your computer to test the examples. Careful selection of topics Topics are carefully selected to give you a broad exposure to C#, while not overwhelming you with information overload. These topics include object-oriented programming concepts, error handling techniques, file handling techniques and more. Learn The C# Programming Language Fast Concepts are presented in a "to-the-point" style to cater to the busy individual. With this book, you can learn C# in just one day and start coding immediately. How is

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this book different... The best way to learn C# is by doing. At the end of the book, you'll be guided through a unique project that requires the application of all the concepts taught previously. Working through the project will not only help you see how it all ties together, it'll also give you an immense sense of achievement and the exhilaration of turning lines of code into a finished product that you can be proud of! Are you ready to dip your toes into the exciting world of C# coding? This book is for you. Click the "Add to Cart" button to buy it now. What you'll learn: Introduction to C#- What is C#? - How to install and run Visual Studio Community 2015? Data types and Operators - What are the common data types in C#? - What are arrays and lists? - How to format C# strings - What is a value type vs reference type? - What are the common C# operators? Object Oriented Programming - What is object oriented programming? - How to write your own classes - What are fields, properties, methods and constructors? - What is encapsulation, inheritance and polymorphism? - What is an abstract class and interface? - What is an enum and struct? Controlling the Flow of a Program- What are condition statements? - How to use control flow statements in C# - What are jump statements? - How to handle errors and exceptions and Others...- How to accept user inputs and display outputs - How to use LINQ to save yourself from hours of work - How to work with external files ...and so much more.... Finally, you'll be guided through a hands-on project that requires the application of all the topics covered. Click the BUY button at the top of this page now to start learning C#. Learn it fast and learn it well.

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and edit symbols, modify text, add interactivity with ActionScript 3.0, and incorporate animation and sound into their projects. They also learn how to prepare and export their finished projects for publishing. This completely revised CS5 edition covers the new text engine, Deco drawing tools, Spring feature for inverse kinematics, video enhancements, and more. The companion DVD includes lesson files so readers can work along with the book, as well as 2 hours of video tutorials from 'Learn Adobe Flash Professional CS5 by Video' from video2brain and Adobe Press. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." –Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training. Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Note from the publisher: FREE Adobe Flash Professional CS5.5 updates are available for this title. Simply register your product at www.peachpit.com/register and you will receive the updates when they become available.

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Those creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Premiere Pro CS6 choose Adobe Premiere Pro CS6 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 19 project-

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based lessons in this book show readers step-by-step the key techniques for working in Premiere Pro CS6. Readers learn to take a project from beginning to end where they'll get the basics on things like organizing media, using audio, creating transitions, producing titles, and adding effects. Once they have the basics down, they'll learn how to take their projects further by sweetening and mixing sound, compositing the footage, adjusting color, using multicamera editing techniques, authoring DVDs, and much more. This completely revised CS6 edition covers new features, including the Warp Stabilizer effect for stabilizing uneven, shaky footage. Powerful new trimming techniques are explored in detail and an entire chapter covers the new expanded multicamera editing features. The new interface in Adobe Premiere Pro 6 offers many new capabilities to the editor who needs quick results and this book covers the workflows required to get the job done. Best of all, the companion DVD includes lesson files so readers can work step-by-step along with the book.

"The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." —Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Note from the publisher: If you experience any issues accessing the files on the DVD please contact ask@peachpit.com to receive a link to the online file downloads

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The must-have book on the leading suite of software for graphic and web designers Fully revised and updated this hands-on resource offers a one-stop learning opportunity through eight minibooks dedicated to each product inside Adobe's Design & Web Premium Suite. The minibooks include Adobe Creative Suite Basics, InDesign, Illustrator, Photoshop, Acrobat, Dreamweaver, Flash, Fireworks. The book contains information on new image enhancements to After Effects, 64-bit versions of Illustrator and Flash Professional, and a new tool, dubbed Helium, that will enable designers to create content using HTML5 and CSS3. Offers the depth needed by novices and long-time professionals Covers the key features and tools users need to master individual programs to their fullest capacities Helps designers to be more

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