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La colección Manuales ofrece cursos prácticos de los más importantes programas del sector informático, dirigidos tanto a usuarios noveles como a usuarios que trabajan habitualmente con esos programas y desean ampliar sus conocimientos. En este manual dedicado a Flash CS5, uno de los programas más utilizados en el ámbito del diseño gráfico animado, se estudiarán en profundidad muchas de sus utilidades. Flash es uno de los programas de la suite de Adobe y es actualmente el programa de animación vectorial más popular. Flash utiliza gráficos vectoriales, código de programa, flujo de vídeo y audio para crear animaciones totalmente profesionales. Desde su primera aparición en el mercado en el año 1996, su interfaz y herramientas han ido mejorando hasta hacer posible que la organización y modificación de todos los elementos del producto sea ágil y fluida y los resultados sean cuidados y competentes. La versión CS5 de Flash ha incorporado varias novedades que continúan mejorando el programa. Entre las principales novedades de InDesign CS5, destacan la interacción entre InDesign y otros programas de la suite Adobe. Cada vez resulta más sencillo trabajar con los distintos programas de la suite, como Photoshop o Dreamweaver, para la creación de un único documento. Suele ser habitual que las creaciones de Flash puedan publicarse en páginas web y por tanto la interacción con Dreamweaver es altamente útil. Por otro lado, los nuevos muelles para la herramienta Hueso, y las recomendaciones de ActionScript le ayudarán a crear asombrosos proyectos con mayor facilidad. Garantizamos que si el lector realiza correctamente todos los ejercicios que componen los apartados de este volumen será capaz de manejarse con Flash CS5 y podrá aplicar los conocimientos avanzados adquiridos sobre animaciones y películas, aprovechando así al máximo las principales utilidades que ofrece el programa.

Two of the savviest Flash experts in the industry show you how to add impact to your Web content. Robert Reinhardt and Snow Dowd know all the techniques and tricks, and they take you under the hood in this one-stop total reference guide to Flash CS3 Professional. Follow their tutorials, learn from cool examples, and discover insider secrets you won't find in any other book. Don't miss the special 16-page color insert loaded with spectacular examples. Also includes a CD-ROM. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

ICT tools and the digital age continue to redefine teaching strategies for both the corporate sector and educational institutions. These teaching environments have enabled openness and interaction in order to teach communities to flourish. ePedagogy in Online Learning: New Developments in Web Mediated Human Computer Interaction provides approaches on adopting interactive web tools that promote effective human-computer interaction in educational practices. This book is a vital tool for educational technology practitioners and researchers interested in incorporating e-learning practices in the education sector.

You can build everything from simple animations to full-fledged iOS and Android apps with Flash CS5.5, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With Flash CS5.5: The Missing Manual, you'll move from the basics to power-user tools with ease. Learn animation basics. Discover how to turn simple ideas into stunning animations. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps for tablets and smartphones. Create the next generation of iPhone, iPad, and Android apps. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples.

The fastest, easiest, most comprehensive way to learn Adobe Audition 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 Audition CC Classroom in a Book contains 15 lessons (and one bonus lesson on www.peachpit.com) 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 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, go to 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

The definitive guide to creating animation for the web and mobile devices with top animation designer Chris Georgenes and designer/developer Justin Putney. They reveal how to create and successfully animate characters in Adobe Flash Professional CS5 and how to push the limits of timeline animation with stunning visual effects using ActionScript® 3.0. This Studio Techniques book is designed for intermediate or advanced users who understand the basics of Flash and want to create a more immersive interactive experience. The book includes coverage of storyboarding, 2D character design and rigging, character animation, visual FX with code, workflow automation, and publishing your animation on the web and to mobile devices. Author Bios: Chris Georgenes is a highly respected authority on Flash and animation. He has used Flash professionally for more than a decade and is the proprietor of Mudbubble.com, a web animation studio. He has worked as an Art Director for Playdom and Acclaim Games as well as for clients ranging from the Cartoon Network and Dreamworks, to Comedy Central and Shockwave.com. Chris is a popular speaker at such conferences as Flash in the Can, Flash on Tap, FlashForward, and Adobe MAX. Justin Putney is a freelance designer, developer, and consultant, and he produces animations for his studio, Ajar Productions. Justin has created dozens of free Flash extensions and scripts for other Adobe applications that are used by animators and designers around the globe. See his animation work, tutorials, and extensions at blog.ajarproductions.com, and his portfolio at putney.ajarproductions.com. 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.

Adobe Flash Professional CS5 is the leading software for Web designers creating dynamic Web sites. Adobe Flash Professional CS5 Advanced for Windows and Macintosh: Visual QuickPro Guide offers the most efficient way for smart, creative, busy professionals to learn advanced Flash features. Taking the highly accessible instructional format of the popular Visual QuickStart Guides to a more advanced level, this handy guide combines a visual approach with straightforward, step-by-step instructions and screenshots and concise explanations. It emphasizes methodology and problem solving with five primary sections: animation, ActionScript, navigation, dynamic graphics and sound, and control of information, and teaches all the new features of Flash CS5, such as the Text Layout Format feature, Deco tool, Spring feature in Inverse Kinematics, and video enhancements. 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.

Build rich media applications for the iOS and Android platforms with this primer to Flash mobile development. You get all of the essentials—from setting up your development environment to publishing your apps to the Google Market Place/iTunes App Store. Develop elementary applications without coding; then realize the power of ActionScript 3 to add rich complexity to your applications. Step-by-step instruction is combined with practical tutorial lessons to deliver a working understanding of the development stages including: *Rapid prototyping *Adding interactivity, audio, and video *Employing iOS and Android Interface Calls *Hardware optimization with AIR *Game development; game engines, controlling physics, and 3D *Designing for iPad, Android tablets, and Google TV *Code optimization, testing, and debugging User interfaces are presented in full color to illustrate their nuances. The companion website, www.visualizetheweb/flashmobile, includes all of the AS3 code, project files, and a blog to keep you up to date with related news and developments.

Those creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Flash Professional CS5 choose Adobe Flash Professional CS5 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 10 project-based lessons in this book show readers step-by-step the key techniques for working in Flash CS5. Readers learn what they need to know to create engaging interactive content with Flash CS5. In addition to learning the key elements of the Flash interface, including panels, timelines, and frames, readers learn how to work with graphics, create 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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