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Flash Professional CS5 For Windows And Macintosh: Visual QuickStart Guide



Synopsis

Flash Professional CS5 is such a powerful program that it can seem overwhelming to new or occasional users. With Flash Professional CS5 Visual QuickStart Guide, readers get a solid grounding in the fundamentals of the most recent version of the software. Highlights include working with new-style text in the text-layout framework (practically a mini-page layout program inside Flash), working with the new Color panel and other updated interface features, a look at the deco tool's expanded pattern set, plus creating ActionScript using Flash's improved automatic-code-completion features and code snippets.

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Customer Reviews

With the new recent version of Flash CS5, there are lots of new updates that Flash designers are looking forward to, mostly the improved ActionScript interface, better "bones" animation, improved text rendering, improved physics, better curves for shape tweening, etc. All the new features are explained in detail in this new version of the every popular Adobe Flash book. The classroom in the book series has been the defacto standard in learning Flash and all its new version updates over

the years. This book is no different, the author goes through all the great new features and explains them beautifully and in great detail. Table of contents: Chapter 1: Getting Acquainted Chapter 2: Working with Graphics Chapter 3: Creating and Editing Symbols Chapter 4: Adding Animation Chapter 5: Articulated Motion and Morphing Chapter 6: Creating Interactive Navigation Chapter 7: Using Text Chapter 8: Working with Sound and Video Chapter 9: Loading and Controlling Flash Content Chapter 10: Publishing Flash Documents I really enjoyed chapter (lesson) 6 focusing on interactive navigation. No matter what web technology you use on the web, you always need a navigation system and this chapter really explains it well. The author first talks about the various methods flash designers/developers can create navigation menus with Flash and with other technologies (CSS and JavaScript) and then goes into the example that shows a really neat way of using interactive movies, invisible buttons and a little AS to create a cool looking, visually pleasing menu. The author also really explains ActionScript 3.0 very well when needed in certain chapters.

I'm pretty familiar with several of the Adobe Creative Suite programs, but I could never quite figure out Flash Professional, at least in the few times I opened it and tried to play around with it. On the one hand, it seems like a content design and animation program; on the other hand, it seems like it's a visual programming interface. Because of that, the timeline doesn't quite work the way you'd expect if you come to it from programs like Premiere Pro or After Effects. If you want to animate something, for example, you have to create what's called a "motion tween" and each animated object has to have its own unique "motion tween" layer. Plus, layers work a bit differently than in other Creative Suite Programs like Illustrator or Photoshop. I knew I was in over my head, and did what I always do when I can't figure out a program: pick up a guide. I think it's helpful to have a broad overview before really trying things on my own, because then even if I don't remember everything from the overview I'll remember what's possible and know where to look when I'm stuck.

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