



## Flash 8 Project for Learning Animation and Interactivity

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By Rich Shupe, Robert Hoekman

Shroff Publishers/O`Reilly, 2006. Softcover. Book Condition: New. 20 x 24 cm. Macromedia Flash is fast becoming the Web`s most widely used platform for creating rich media with animation and motion graphics, but mastering Flash isn`t easy. Most entry-level books teach through simple examples that concentrate on either animation or scripting, but rarely both together. To get the most from Flash 8, you not only need to be proficient in programming/interface design, you need the creativity for story telling and the artistic insights to design fluid animation. Flash 8: Projects for Learning Animation and Interactivity teaches Flash design rather than simply Flash itself. With a standalone series of walkthroughs and tutorials for Flash beginners coming from a graphics field, this book teaches Flash in the context of real-world projects. Rather than learn a Flash tool for the sake of it, you learn which areas of Flash are important, and which are less used, simply by seeing how typical content is actually created. And rather than a text-heavy approach, this graphically rich book leads you through hands-on examples by illustration. Each project in the book starts with goals and broad sketches before moving to design and scripting. This helps you understand design...



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*Extensive information for book fans. It is written in basic words and never hard to understand. It is extremely difficult to leave it before concluding, once you begin to read the book.*

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*This publication is great. It is full of wisdom and knowledge. You will not really feel monotony at any time of the time (that's what catalogs are for relating to when you ask me).*

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