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This book will teach you the fundamentals of good flash photography and show you how to shoot specific flash situations and subjects under a variety of conditions. Clear and concise explanations accompanied by full-color images illustrate exactly what results to expect from particular camera/flash settings. Flash CS3 is the premier tool for creating web animations and interactive web sites, can be intimidating to learn. This entertaining reference tutorial provides a reader-friendly animation primer and a guided tour of all the program's tools and capabilities. Beginners will learn to use the software in no time, and experienced users will quickly take their skills to the next level. The book gives Flash users of all levels hands-on instructions to help them master: Special effects Morphing Adding audio and video Introducing interactivity And much more With Flash CS3: The Missing Manual you'll be able to turn an idea into a Flash animation, tutorial, or movie. This book will help you create online tutorials, training materials and full-blown presentations. It also teaches design principles throughout and helps you avoid elements that can distract or annoy an audience. This is the first new release of Flash since Adobe bought Macromedia, which means that it's the first version that will integrate easily with other Adobe products. It's a whole new ballgame when it comes to Flash, and Flash CS3: The Missing Manual offers you complete and objective coverage. It's the perfect companion to this powerful software. Processing is an open source project that bridges the gap between programming and art. Its simplicity and power appeal to non-coders and old-hands alike. As a Flash developer, you already have a firm grasp of basic programming principles and an understanding of creating and controlling visuals through code. This book uses your existing knowledge as a springboard to learning Processing and harnessing the extra creative power and control that it offers, both on and off the web. The Essential Guide to Processing for Flash Developers takes a hands-on approach to learning Processing that builds upon your familiarity with Flash, and your experience with the ActionScript language and object-oriented programming concepts. The book offers a full series of Processing projects, structured to allow less experienced coders to get up to speed quickly, while leaving room for more experienced programmers to take the initial project concepts and build more complex applications. Includes a language primer explaining all of the Processing-specific programming theory you need to know Contains a full series of Processing projects and numerous easy-to-follow code examples Covers Processing's Java mode, providing an easy-to-navigate bridge to programming in Java, Processing's underlying host language Annotation Finally a compact, camera-bag-friendly field guide to help you take great flash photographs. No matter which digital SLR you own, DAVID BUSCH'S FLASH PHOTOGRAPHY COMPACT FIELD GUIDE gives you the tools and techniques you'll need to achieve beautiful results with your camera's electronic flash. In six information-packed chapters, filled with helpful checklists, tables, and charts, this concise guide distills the fundamentals of good flash photography and puts them at your fingertips, showing you how to shoot specific flash situations and subjects under a variety of conditions. Full-color illustrations show you exactly what results to expect from particular camera/flash settings. From quick setup through metering, accessories, lighting, and much more, DAVID BUSCH'S FLASH PHOTOGRAPHY COMPACT FIELD GUIDE will help you get great flash results every time. If you believe the sky really is the limit when it comes to creating unparalleled user experiences and applications for the Web--then Macromedia Flash MX is sure to be your tool of choice. With Flash, you can integrate video, text, audio, and graphics into distinctive and compelling web content, stunningly interactive and expressive user interfaces, and rich applications for the Internet. Flash is all about helping you dramatically enhance the user experience. And Flash Out of the Box is all about helping you think outside of the box to get there--first, by diving into the Flash box and then becoming intimately acquainted with every nook and cranny of it. In Flash Out of the Box, you'll follow and work with a simple box through a "day in the life" style journey. You'll study, use, abuse, and transform the box as you move through exercises that teach you the basics of Flash, and much more, in an entertaining, unforgettable, task-oriented fashion. You'll learn to animate, work with video, load external assets, draw, mask, modularize, and many other things that will be essential as you move into more advanced techniques with other books. It's just you, Flash, and the box, mastering each technique along the way and adding others in a fashion that will let you practice and learn simultaneously. Most Flash tutorials you've looked at are tool-centric, focusing on Flash's individual features and how to use them (an approach that can quickly become tedious), whereas this innovative, engaging, and motivating book is uniquely user-centric. That means it concentrates on you and what you want and need to learn. Each successive lesson anticipates and builds upon your needs, capabilities, and questions as you evolve from Flash beginner to Flash master. Written in a fun and conversational tone, the highly accessible Flash Out of the Box makes learning Flash MX 2004 intuitive, logical, and, most of all, fun. This book, by Alexander S. White, is a complete, clearly written guide to the operation of the Nikon Coolpix P900 digital camera. The book explains all shooting modes, menus, functions, and controls of this superzoom camera, accompanied by more than 350 full-color illustrations and sample photographs. The guide shows beginning and intermediate photographers how to use the camera's many options to get the results they want. The book explains topics such as autofocus, manual focus, HDR (High Dynamic Range) photography, ISO, memory cards, and flash modes. It includes a discussion of techniques for using the P900's phenomenal zoom lens, with a maximum optical focal length of 2000mm, to full advantage. The book also discusses the camera's features for image transfer and remote control through the P900's built-in Wi-Fi network, as well as its features for adding location data to images. The book includes sample images taken with the creative settings of the camera, including the Picture Control options, which alter the color processing of images; the Scene and Special Effects shooting modes, with settings optimized for subjects such as landscapes, birds, pets, sunsets, and action shots; and the camera's features for burst shooting and time-lapse photography. In addition, the book provides introductions to topics such as infrared photography,

street photography, and macro photography. The book also explains the video features of the P900, which can shoot HD video with stereo sound and can record high-speed video at rates up to 4 times normal speed. In addition, the book describes procedures for playing back images and videos in the camera and for using the Filter Effects option to add special effects to images after they have been captured. In three appendices, the book discusses accessories for the Coolpix P900, including cases, external flash units, and charging and power options. The appendices include a list of useful web sites and other resources, as well as a section with "quick tips" to help users take advantage of the camera's features in the most efficient ways possible. Presented here is an all-inclusive treatment of Flash technology, including Flash memory chips, Flash embedded in logic, binary cell Flash, and multilevel cell Flash. The book begins with a tutorial of elementary concepts to orient readers who are less familiar with the subject. Next, it covers all aspects and variations of Flash technology at a mature engineering level: basic device structures, principles of operation, related process technologies, circuit design, overall design tradeoffs, device testing, reliability, and applications. A complete resource for a Flash Video developer from production to delivery. This book is essential reading for anyone responsible for designing or putting workers to task on, or near, large power electrical systems. This is especially relevant where local health and safety law uses a risk-based approach to electrical safety such as in Europe. It is based upon a bedrock of risk management methodology using the 4Ps of Predict, Prevent, Process and Protect to ensure that arc flash hazards are systematically identified, analysed, and prevented from causing harm. Each of the 4Ps are described in detail starting with a quantitative prediction of harm from the arc flash hazard and then a separate chapter on prevention based upon practical measures avoid or minimise harm set against a hierarchy of risk control measures. The chapter on process, policy and procedures gives advice on a methodical approach to creating rules and ensuring competence. Finally, the chapter on protection describes, as a last resort, how personal protective equipment can be selected, used, and maintained. This book is packed with the fruits of the author's vast experience and there is a chapter dedicated to myths and mysteries as well as separate chapters for electrical utilities, duty holders, service providers, contractors, legislation, and data collection. A full-color guide for getting rewarding results with Flash CS5! Flash is used in the creation of web animation, games, media rich websites, presentations, and more. Adobe's Flash CS5 product has been divided into three separate products custom-tailored for different audiences, and this book covers the Professional product; the traditional animation/media serving tool; and Catalyst, the web/interface design tool. This book provides a fun and friendly full-color guide to Flash and all it can do to add some flair to your site. Walks you through both Professional and Catalyst as well as the traditional Flash animation tool Offers guidance for getting acquainted with the interface; creating images, objects, text, and layers for animation; and working with symbols and buttons Introduces using Flash for online publishing and mobile designs Addresses how to turn existing images into interactive sites or interfaces with Catalyst Offers helpful tips on troubleshooting and best practices for creating interactive websites Using the knowledge you gain from Flash CS5 Professional & Flash CS5 Catalyst For Dummies, you'll quickly prove that you are not a flash in the pan! Explore the world of open source Flash and discover which tools are available. Learn how to identify which tool you need and how to best fit it into your workflow. Step-by-step walk-throughs guide you through development with the most popular open source Flash tools. Written by the project leads and open source Flash aficionados. The Essential Guide to Open Source Flash Development is a practical development guide to creating Flash applications with open source Flash tools and workflows. You will walk away with an understanding of what tools will best suit your current situation, making your development easier and more productive, and with the knowledge of how to install and set up some of the best tools available, including the following: Papervision3D: to create 3D in Flash Red5: to stream video over the internet SWX: to build data-driven mashups and mobile apps Fuse: to make ActionScript animation a cinch Go: to build your own animation tools in ActionScript 3.0 haXe: to create Flash files and more AMFPHP: to communicate between Flash and php Open source Flash has been a revolution for Flash and has made a major impact on how people build Flash content. The open source tools available expand on Flash's existing tool set, enabling you to perform such tasks as easily create full 3D in Flash or hook up to an open source video-streaming server. Many of these useful tools are powerful yet lack documentation. this book explains in step-by-step detail how to use the most popular open source Flash tools. If you want to expand your Flash tool set and explore the open source Flash community, then this book is for you. If you already use some open source Flash tools, then you will find this book a useful documentation resource as well as an eye-opener to the other tools that are available. From a master of professional photography, a book that explores the exciting possibilities of artificial light. This guide to on- and off-camera flash picks up where Peterson's previous title, Understanding Exposure, left off--helping free photographers from the limitations of auto to get the images they want when natural light isn't enough. For the many amateur photographers afraid to venture past natural lighting, here is the book that will finally help them master artificial light. In his trademark easy-to-understand style, Bryan Peterson explains not only how flash works, but how to go beyond TTL automatic flash exposure to master manual flash, allowing readers to control the quality, shape and direction of light for a perfect exposure, every time. 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. Macromedia's Flash 8 is the world's premier program for 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 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 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. An exploration of potential tomorrows from the host of the massively popular and critically acclaimed podcast Flash Forward Flash Forward: An Illustrated Guide to Possible (And Not So Possible) Tomorrows takes readers on a journey from speculative fiction to speculative "fact." Producer and host of the podcast Flash Forward, Rose Eveleth poses provocative questions about our future, which are brought to life by 12 of the most imaginative comics and graphic artists at work, including Matt Lubchansky, Sophie Goldstein, Ben Passmore, and Box Brown. Each artist chooses a subject close to their heart--Lambda Literary Award nominee Blue Delliquanti, for instance, will imagine a future in which gender is irrelevant--and presents their chosen future in their own style. Drawing on her interviews with experts in various fields of study, Eveleth will then report on what is complete

fantasy and what is only just out of reach in insightful essays following the comics. This book introduces compelling visions of the future and vividly explores the human consequences of developing technologies. Flash Forward reveals how complicated, messy, incredible, frightening, and strange our future might be. Shooting with any kind of flash - whether it's a simple light on your camera, a remotely-triggered unit, or a complete studio setup - completely changes the photographic experience. No longer do you simply need to be aware of light; now you need to know how to shape it to your own ends. The Flash Photography Field Guide, small enough to be taken on the most arduous shoot, will show you exactly how to do this, whether you're shooting models in a studio, live sports events, or something as personal and special as your friend's wedding. This book covers the details of setting up and using modern TTL flash systems, and the creative and technical choices you'll come across, from syncing the flash with the camera to modifying the quality of the light. Mastering Nikon Speedlights is the most comprehensive guide available for anyone using or wanting to learn more about the Nikon Creative Lighting System (CLS). Starting with an exploration of how to work with light, the book teaches you everything you need to know about understanding the direction and intensity of light, using light meters and metering modes, controlling exposure, and much more. You'll learn the specifics of how to use the full range of Nikon Speedlights and accessories, including past and current models of cameras and CLS compatible flashes—and in the process you'll find out how to get the best shots with your gear, whether you have a whole box of equipment or just the basics. The book includes practical, real-world photo shoots—portraits, action shots, and product photography—starting with one light and gradually working up to multiple lights so you can observe the progression of the light from one flash to many. No matter what your subject or shooting scenario, Mastering Nikon Speedlights is an essential resource that teaches you how to produce the light you need to achieve great results. Offers a thorough discussion of the qualities of light, how the camera measures light, and the settings needed to record an image with proper exposure Provides a complete overview of all the components that make up the Nikon Creative Lighting System, outlining how to use the different Speedlights and accessories to correspond with each camera's unique capabilities Covers how to use the Nikon Speedlights off the camera using the Advanced Wireless Lighting (AWL) features built into the Creative Lighting System Features several examples of real photo shoots, showing you how to take great photos in a variety of situations, building from one flash up to multiple flashes If you're familiar with the basics of Flash, then The Essential Guide to Flash CS4 will take you further in all aspects of the application, animation, sound, 3D, inverse kinematics, the drawing tools, ActionScript, and much more. This book takes all the good bits of Flash CS4 and demonstrates them in methodical and intuitive exercises full of hints and tips for streamlining the creative process. Jump straight into Flash CS4 and start working on real life examples that you can customize to suit your needs. Demystifies Flash CS4—explaining new features deep diving through old favorites Streamlines the production of cutting-edge Flash CS4 animations and applications Provides a unique commercial perspective in compelling Flash productions This book is for intermediate Flash CS4 users as well as the more advanced user who wants to learn about using Flash CS4's awesome new capabilities, such as motion tweening and kinematics poses. Each chapter has a number of exercises that contribute to an overall project. The exercises are fun and compelling and allow you to place your own creative stamp on them, while still following the steps to completion. The final chapter focuses on bringing the exercise output together in an overall campaign consisting of a website featuring advanced flash components and advertising banners. An underlying theme of the book is marketing a website online. It discusses industry standards for banner campaigns (banner weight, frames per second, etc), effective website marketing techniques, and delves into search engine optimization and search engine marketing. Master Flash animation and cartooning using this complete hands-on guide. Discover shortcuts for drawing heads and bodies, developing characters, and learn to incorporate movie techniques--all from a real-world animator and video producer. Includes an 8-page color insert which details the stages of the animation process. If you're a beginner photographer, this book can save you hundreds of dollars. If you're a seasoned pro, it can save you thousands. With access to over 16 HOURS of online video, this book helps you choose the best equipment for your budget and style of photography. In this book, award-winning author and photographer Tony Northrup explains explains what all your camera, flash, lens, and tripod features do, as well as which are worth paying for and which you can simply skip. Tony provides information specific to your style of photography, whether you're a casual photographer or you're serious about portraits, landscapes, sports, wildlife, weddings, or even macro. For the casual reader, Tony provides quick recommendations to allow you to get the best gear for your budget, without spending days researching. If you love camera gear, you'll be able to dive into 200 pages of detailed information covering Nikon, Canon, Sony, Micro Four-Thirds, Olympus, Samsung, Leica, Mamiya, Hasselblad, Fuji, Pentax, Tamron, Sigma, Yongnuo, PocketWizard, Phottix, Pixel King, and many other manufacturers. Camera technology changes fast, and this book keeps up. Tony updates this book several times per year, and buying the book gives you a lifetime subscription to the updated content. You'll always have an up-to-date reference on camera gear right at your fingertips. Here are just some of the topics covered in the book: What should my first camera be? Which lens should I buy? Should I buy Canon, Nikon, or Sony? Is a mirrorless camera or a DSLR better for me? Do I need a full frame camera? Is it safe to buy generic lenses and flashes? What's the best landscape photography gear? Which portrait lens and flash should I buy? What gear do I need to photograph a wedding? How can I get great wildlife shots on a budget? Which sports photography equipment should I purchase? Should I buy zooms or primes? Is image stabilization worth the extra cost? Which type of tripod should I buy? Which wireless flash system is the best for my budget? How can I save money by buying used? What kind of computer should I get for photo editing? What studio lighting equipment should I buy? When you buy this book, you'll be able to immediately read the book online. You'll also be able to download it in PDF, .mobi, and .epub formats--every popular format for your computer, tablet, smartphone, or eReader! Photographers--don't miss out on the benefits of flash photography just because you don't fully understand how to use the sophisticated Nikon system. Here's detail by detail, easy-to-understand coverage of every aspect of flash technology: from fill flash to slow sync, each technique is explained, along with information on achieving the best results from all the Nikon SLR cameras. In addition to being a thoroughgoing tutorial, it's a take-along reference on every Nikon Speedlight flash unit ever made...with full operating instructions! Electronic flash not only brings light to a photograph, it can be an important artistic tool--if you've acquired the knowledge to use it creatively. To master those skills, digital photographers need only turn to this complete reference. Packed with inspirational photos, it takes the mystery out of flash, covering every type of equipment and explaining such essentials as guide numbers, sync speeds, white balance, and more. Photographers will see how fill flash can decrease contrast and shadows in outdoor portrait photography, understand how to control the light using bounce and multiple flash techniques, and expertly employ high-speed and rear curtain synchronization to create impressive motion-blur images. Everything you need to know is here--including a section on studio flash and computer processing. Face it: Poorly designed, static Web sites just don't cut it anymore. The Web (not to mention the technology surrounding it) has been around long enough, and people are used to seeing and expect a little razzle-dazzle when they go online. For just \$12.99, this compact guide shows you how to deliver it! Whether your boss wants you to jazz up the company's Web site or you're burning the midnight oil trying to pull together some Web animations for a class project, this tightly focused, project-based guide shows you how to start creating Flash animations in an instant! Using big, bold full- pictures and streamlined instructions, it covers just the need-to-know essentials that will get you animating with the latest version of Flash: using the Flash 8 authoring tool, creating and animating graphics, tweening, adding sound, and more! Literary Nonfiction: Literary Criticism and History. Reference. With its unprecedented gathering of 25 brief essays by experts in the field, THE ROSE METAL PRESS FIELD GUIDE TO WRITING FLASH

FICTION meets the growing need for a concise yet creative exploration of the re-emerging genre popularly known as flash fiction. The book's introduction provides, for the first time, a comprehensive history of the short short story, from its early roots and hitherto unknown early publications and appearances, to its current state and practice. This guide is a must for anyone in the field of short fiction who teaches, writes, and is interested in its genesis and practice. Shooting with any kind of flash whether a simple light on your camera, a remotely-triggered unit, or a complete studio setup completely changes the photographic experience. No longer do you simply need to be aware of light; now you need to know how to shape it to meet your needs. The Flash Photography Field Guide will show you exactly how to do this, whether you're shooting models in a studio, live sports events, or something as special as the wedding of a loved one. This book covers the details of setting up and using modern TTL flash systems, and the creative and technical choices you'll come across, from syncing the flash with the camera to modifying the quality of the light. My name is Barry Allen. You probably know me as The Flash. This is my story. As Central City's guardian speedster, Barry Allen has experienced—and survived—a lot. Everything you need to know about The Flash, including all of his top-secret notes, is compiled in this ultimate guidebook. Sneak a peek at the classified S.T.A.R. Labs dossiers on everyone in Central City (human and metahuman), view case notes, and read, in Barry's own words, exclusive details about his life before and after the accident. Includes a special bonus Episode Guide to Seasons 1-4! From camera selection to enhanced exposure, everything necessary to capture underwater digital images is available in this handy reference. Photographers will learn how to select, test, and use digital cameras for technically perfect images, adapt traditional photo techniques to underwater conditions, confidently shoot and light underwater images for great exposure, and remedy common problems that plague underwater photographers. Helpful hints on maintaining, cleaning, transporting, and insuring a digital camera are included. With full-color images that both instruct and inspire, this handbook provides information on every conceivable aspect of creating the right conditions for beautiful underwater photographs. Thoroughly updated to cover the new version of Macromedia Flash - Flash MX - this second edition builds on the strengths of the original book while incorporating changes from this major revision of the software. By emphasizing basic principles of good lighting and how to apply them, this informative guide shows advanced amateur photographers and professionals how to improve their photographic skills. After explaining different types of light, flash basics, and the benefits of on- and off-camera lighting techniques, it discusses how to use this information to increase the "gasp factor"—that powerful, emotional response that compels the viewer to take a second look at a photograph. Also included are assignments meant to help solidify this new flash knowledge for the photographer in order to put it into practice. As a bonus, the book contains inspirational stories demonstrating real-world applications of the techniques from a photojournalist with decades of experience. FEATURING ESSAYS FROM: Barrie Jean Borich • Jenny Bouilly • Norma Elia Cantú • Rigoberto González • Philip Graham • Carol Guess • Jeff Gundy • Robin Hemley • Barbara Hurd • Judith Kitchen • Eric LeMay • Dinah Lenney • Bret Lott • Patrick Madden • Lee Martin • Maggie McKnight • Brenda Miller • Kyle Minor • Aimee Nezhukumatathil • Anne Panning • Lia Purpura • Peggy Shumaker • Sue William Silverman • Jennifer Sinor • Ira Sukrungruang • Nicole Walker Unmatched in its focus on a concise and popular emerging genre, The Rose Metal Press Field Guide to Writing Flash Nonfiction features 26 eminent writers, editors, and teachers offering expert analysis, focused exercises, and helpful examples of what make the brief essay form such a perfect medium for experimentation, insight, and illumination. With a comprehensive introduction to the genre and book by editor Dinty W. Moore, this guide is perfect for both the classroom and the individual writer's desk—an essential handbook for anyone interested in the scintillating and succinct flash nonfiction form. How many words does it take to tell a compelling true story? The answer might surprise you. 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. In 2009, photographer Dustin Diaz began a "365 project," the goal of which is to shoot and share one picture per day for a year. Not only did Diaz actually complete the project—an achievement in and of itself—he consistently shared both the final image and the behind-the-scenes setup shot for that image, allowing the viewer to see how the shot was arranged. He also included information about exposure, flash power, distance, and light modifiers. The project was a huge hit that attracted thousands of followers. This Is Strobist® Info recreates and expands upon this approach by featuring an image alongside a setup shot that helpfully explains how that image was created. By showing the finished pictures as well as the setup shots for 50 of Diaz's images, you'll gain tons of knowledge about the basics—and beyond—of flash photography, including everything from simple one-light shots to images created with five lights and numerous gels, clamps, umbrellas, softboxes, and grids. Additionally, This Is Strobist® Info includes two chapters that guide you through the basics of starting your own lighting kit and explain the important but often-misunderstood inverse square law. Flash Remoting MX lets developers easily integrate rich Macromedia Flash content with applications that are built using Macromedia ColdFusion MX, Microsoft .NET, Java, PHP, or SOAP-based web services. The result is complex client/server applications that more closely resemble desktop applications than traditional web pages. Gone is the click/wait/reload approach of HTML. Your web application uses Flash as the front end while Flash Remoting handles the communication behind the scenes with the application server. All the end user knows is that it's fast and flexible. The potential uses for Flash Remoting are endless. Flash Remoting: The Definitive Guide will help you understand this breakthrough technology and use it to build your own Rich Internet Applications (RIAs). Build applications that connect to a database, file system, or other server-side technologies. Or, use Flash Remoting to create: online stores that feature catalogs and shopping cart systems sound and video clip libraries banner ads with built-in shopping carts, click-through tracking, and site search capabilities new controls that can be used in place of HTML extensions to Flash, Dreamweaver, Fireworks, and more front-ends to databases for administrators The book begins with Flash Remoting basics: setup, installation and an introduction to its underlying concepts. Next, you'll explore the Flash's User Interface components as they relate to Flash Remoting. Then, you'll gain insights into Flash Remoting internals and the Remoting API. The book is rich with examples that you will be able to run on your own system. The next section focuses on the server-side environment that you'll use for your applications. Individual chapters cover Flash Remoting with ColdFusion, Server-Side ActionScript, Java, ASP.NET, and PHP. The last section covers more advanced Flash Remoting techniques, such as calling web services from Flash Remoting, extending objects and UI controls, best practices, and debugging. Plus there is a detailed chapter demonstrating a real-world application. The book concludes with a Flash Remoting API reference. Developers who are looking to create Rich Internet Applications with Flash will find Flash Remoting: The Definitive Guide indispensable. The complete tutorial on integrating Flash and XML to create powerful Web applications. Integrate Flash with dynamic content, backend databases, server apps—even other live users. Covers ActionScript, HTTP, SQL, PHP, and much more. The Essential Guide

to Flash Games is a unique tool for Flash game developers. Rather than focusing on a bunch of low-level how-to material, this book dives straight into building games. The book is divided into specific game genre projects, covering everything from old classics such as a Missile Command-style game, to hot new genres such as retro evolved. The chapters build in complexity through the book, and new tools are introduced along the way that can be reused for other games. The game projects covered start simple and increase in complexity as more and more tools are added to your tool chest. Ten full game projects are discussed in detail. Each solves a very different game development problem and builds on the knowledge gained from the previous project. Many advanced game development techniques are covered, including particle systems, advanced controls, artificial intelligence, blitting, scrolling, and more.

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