

Adobe Flash Professional CS6: A Tutorial Approach textbook introduces the readers to Adobe Flash Professional CS6, one of the world's leading 2D graphics, animation, and multimedia content creation software. Adobe Flash Professional CS6 is a multimedia platform for creating digital animation, rich web applications, websites, movies as well as content for mobile phones and other embedded devices. It is frequently used for creating advertisements and games. Some of the most popular games made in Flash are Minesweeper, Pac Man, Tetris, and Bejewelled. Flash has also been used to create many popular movies and series such as Off-Mikes, Gotham Girls, CrimeTime, and Homestar Runner. This textbook covers all features of Adobe Flash Professional CS6. In this textbook, the author emphasizes on the 2D drawings, animation, articulated motion with Inverse Kinematics, web page design and development, ActionScript 3.0, sound and videos, exporting, and publishing for web and much more. This textbook will help the users unleash their creativity, thus enabling them to transform their imagination into reality with ease. The textbook 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, this textbook is ideally suited for learning at your convenience and pace. Following are the additional features of this book: The textbook consists of 11 chapters that are organized in a pedagogical sequence covering drawing and editing tools, symbols, animation techniques, articulated motion with inverse kinematics, scripting (ActionScript 3.0), sound and videos, exporting, and publishing for web, and so on. The author has used 2 projects that allow users to apply the skills learned in the text. The author has followed the tutorial approach to explain various concepts of video and audio editing. The first page of every chapter summarizes the topics that are covered in it. Step-by-step instructions that guide the users through the learning process. Additional information is provided throughout the book in the form of notes and tips. Self-Evaluation test, Review Questions, and Exercises are given at the end of each chapter so that the users can assess their knowledge. Free Teaching and Learning Resources CADCIM Technologies provides the following free teaching and learning resources with this textbook: Technical support Customizable PowerPoint Presentations of every chapter (For faculty only) Model files of all illustrations, examples, and exercises Instructor Guide with solutions to all review questions and exercises About the Author CADCIM Technologies, Prof. Sham Tickoo of Purdue University Calumet, and the team of dedicated contributing authors are committed to bring you the best textbooks and free teaching and learning resources on Computer Aided Design and Manufacturing (CAD/CAM), Computer Programming and Applications, GIS, Civil, Animation, and related technologies. We strive to be the first and the best. That is our promise and our goal. Our team of authors consists of highly qualified and experienced Animation and Visual Effects Artists, Engineers and Programmers who have a strong academic and industrial background. They understand the needs of the students, the faculty, and the challenges the students face when they start working in industry. All our books have been structured in a way that facilitates teaching and learning, and also exposes students to real-world applications. The textbooks, apart from providing comprehensive study material, are well appreciated for the simplicity of content, clarity of style, and the in-depth coverage of the subject.

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