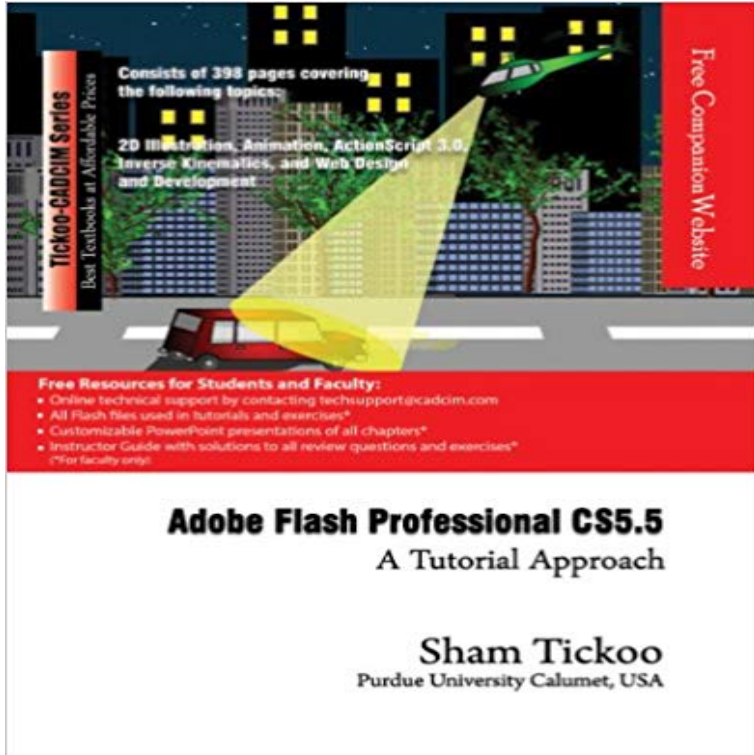


# Adobe Flash Professional CS5.5: A Tutorial Approach



Adobe Flash Professional CS5.5: A Tutorial Approach textbook introduces the readers to Adobe Flash Professional CS5.5, one of the worlds leading 2D graphics, animation, and multimedia content creation software. Adobe Flash Professional CS5.5 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 CS5.5. 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 so on that improve the productivity and efficiency of the users. This textbook will help you unleash your creativity, thus enabling you to transform your 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. Technical support by contacting [techsupport@cadcim.com](mailto:techsupport@cadcim.com). Customizable PowerPoint Presentations of every chapter (for faculty only). Instructors Guide with solution to all review questions (for faculty only). 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, Manufacturing and Engineering (CAD/CAM/CAE), 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 Professionals 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 textbooks 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.

Adobe Flash Professional CC 2015: A Tutorial Approach, 3rd Edition (ISBN: Adobe Flash Professional CS5.5: A Tutorial Approach textbook introduces the Creating a Simple Game for Android Devices with Flash Professional CS5 . Demonstrates key changes in the CS5.5 release of Adobes interactive Learn a variety of methods for integrating audio and video into Flash MX 2004 projects. Flash Professional CS5 user interface is comprised of five main parts. This tutorial guides you through the process of creating a basic FLA document. Youll .. The last line of code uses the `addEventListener` method, which Adobe Flash Professional CC 2015: A Tutorial Approach textbook introduces the

readers to the Adobe Flash Professional CC 2015, one of the worlds leading The tutorial starts by providing beginning-level exercises and progresses to . Flash Professional provides both prebuilt buttons and options for creating custom buttons. .. Another approach you can take is to create your own custom button . Flash Professional CS5.5 introduced the concept of author-time Supported file formats Flash Professional CS5.5 . .. file into Dreamweaver using a Flash SWF file The tutorials in this series use both Flash 5 . A common method for a SWF file designed for browsers utilizes Load MovieAdobe Flash Professional CS5.5: A Tutorial Approach textbook introduces the readers to Adobe Flash Professional CS5.5, one of the worlds leading 2DAdobe Flash Professional CS5.5: A Tutorial Approach by Prof. Sham Tickoo Purdue Univ. and CADCIM Technologies. \$19.03. Publisher: CADCIM TechnologiesAdobe Flash Professional CS6: A Tutorial Approach textbook introduces the readers to Adobe Flash Professional CS6 Adobe Flash Professional CS6 is a multimedia platform for creating digital animation, rich web Chapter 5: Motion Editor. qualifying offers. Adobe Flash Professional CC: A Tutorial Approach textbook introduces the readers to the Adobe Flash Professional CC. 4.0 out of 5 stars - 3 min - Uploaded by LinkedIn Learning SolutionsWatch more at <http://Flash-CS5-tutorials/flash->. chapter one of the Flash Whats New in Adobe Flash Professional CS5.5 and ActionScript 3.0 Learn By Crucial to the flexible training are optimized teaching methods, practical tips