

1: Sams Teach Yourself Macromedia Flash 8 in 24 Hours by Phillip Kerman

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Each chapter concludes with a Summary, Workshop, and Exercises. Getting Started with Fireworks MX. Using the Property Inspector. Looking for More Help? Image Collection and Management. Organizing and Sharing Graphics. Creating Backups of Source Images. Choosing Optimization Settings and Exporting Graphics. Working with Different Output Formats. Working with Bitmap Images. What Is a Bitmap? Using the Layers Panel. Choosing Colors and Managing Swatches. Working with Bitmaps as Objects. Color and Contrast Correction with Fireworks. Working with Vector Paths. Drawing Points and Lines. Opening and Importing Vector Graphics. Creating Text and Typographic Effects. Using the Text Tool. Setting Properties for Text and Text Objects. Tools and Techniques for Layout and Design. Reshaping, Altering, and Combining Paths. Converting Text into Paths. Using Paths as Masks. Using Rules, the Grid, and Alignment. Tricks of the Trade. Adding Effects to Vectors. Planning and Creating Animation for the Web. Animation Theory and Storyboarding for the Web. Creating and Organizing New Frames. Converting Objects into Symbols. Improving and Finishing Your Animation. Viewing and Selecting Objects Across Frames. Exporting an Animated GIF. Working with Flash MX. Working with PNGs in Flash. Exporting from Flash to Fireworks. Creating Slices on the Web Layer. Adding Links and Hotspots to Slices. Adding Behaviors to Slices and Hotspots. Creating Interactive Button Symbols. Working with Symbols and the Library Panel. Working with Dreamweaver MX. Creating Dreamweaver Templates from Fireworks Layouts. Using Dreamweaver's Web Publishing Tools. Batch Processing and Configuration Sharing. Sharing Customized Fireworks Configurations. Creating Custom Scripts for the Commands Menu. Saving a Custom Script from the History Panel. Viewing Custom Scripts as Text. Organizing the Commands Menu. Harnessing the Power of Macromedia Extensions. Downloading and Installing Fireworks Extensions. Creating an Interface through Flash MX. Adobe Photoshop and ImageReady. Using Photoshop Graphics in Fireworks. Placing Fireworks Graphics into Photoshop. Using Photoshop Filters and Plug-ins in Fireworks. Macromedia FreeHand and Adobe Illustrator. Importing Vector Graphics into Fireworks. Optimizing Bitmap Images and Files to Print.

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Make an Animation in 30 Seconds. Change Your View on the Stage. Drawing and Painting Original Art in Flash. Drawing on the Stage. Draw and Change Lines. Draw and Modify Shapes. Use the Pen Tool. Create and Style Text. Selecting and Transforming Objects. Select Attributes with the Dropper Tool. Importing Graphics into Flash. Vector Versus Raster Graphics. Reasons to Avoid Importing Graphics. Import a Raster Graphic. Convert a Bitmap to a Vector. Applied Advanced Drawing Techniques. Create a Custom Color and Swatch. Create a Custom Gradient. Use a Bitmap As a Fill. Edit the Insides of Grouped Objects. Using the Library for Productivity. The Concept of the Library. Create a Symbol by Converting Selected Objects. Create a New Symbol from Scratch. Using Symbols from the Library. Transform the Location, Scale, and Rotation of Instances. Change Color Styles on Several Instances. Analyze a Finished Animation. Animation the Old-Fashioned Way. Understanding the Brute Force Technique. How to Make a Frame-by-Frame Animation. Enhancing Your Frame-by-Frame Animation. Making a Sun Flicker. Using Motion Tween to Animate. Creating a Motion Tween. Create a Basic Motion Tween. Tween Position, Scale, Rotation, and Color. Fine-Tuning a Motion Tween. Using Shape Tween to Morph. Making a Shape Tween. Make a Simple Shape Tween. Including Sound in Your Animation. Add Sounds and Sound Effects to an Animation. Controlling Quality and File Size. Using Layers in Your Animation. Experiment with Hiding and Outlining Layers. Layer Properties for Visual Effect. Use Masking to Create a Spotlight Effect. Subtleties of Movie Clips. Making Buttons for Your User to Click. Make a Super Simple Button. Create an Animated Button. Create a Button with Looping Sound. Make an Invisible Button. Place Actions on a Movie Clip Instance. Use with to Target Nested Instances. ActionScripting Applications for Advanced Interactivity. Make a Simple Draggable Object. Change the Alpha Property of a Clip Instance. What Is a Component? Use the ComboBox Component. Make the Start of Your First Component. Add a Homemade Property. Change the Homemade Property to Refer to the Parent. Using the RadioButton Component. Use the RadioButton Component. Apply the Radio Buttons. Linking Your Movie to the Web. Create a Text Hyperlink. Use Dynamic Text to Create a Hyperlink. Using Flash Inside a Larger Website. Loading Movies or JPGs. How to Share Library Items at Runtime. Prepare Items to Share at Runtime. Start Using a Shared Item. Update Shared Items in a Library. Share a Font During Runtime. Optimizing Your Flash Site. See a Preloader in the Bandwidth Profiler. Use Anticipation to Improve an Animation. Add Perspective to a Simple Animation. Control Point of View for Visual Effect. Working on Large Projects and in Team Environments. Learning How to Learn Flash. Learning from Sample Files. Learn from a Complex Sample File. Embarking on a Large Project. Watch Your Movie with the Debugger. Using Named Anchor Frames. Deciding Which Media Types to Publish. Exporting Other Media Types. Spokes on a Wheel. Five-Pointed Star Oblique Cube. Tutorials and Online Resources.

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This book is an uncommon "Teach Yourself in 24 hours" book, because he goes beyond the basics and while you read you feel that you have learned and learned well and understand what you just read. This is the FLASH book to learn.

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Specifically intended for Flash users, this book begins by covering the basics of Flash 5, including the use of the drawing tools, and basic animation skills such as tweening. In its second part, it covers the more advanced techniques of Flash, including interface design, interactivity, collecting.

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Sams teach yourself Macromedia Flash 5 in 24 Hours by Phillip Kerman Published by Sams in Indianapolis, Ind.

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7: Sams Teach Yourself Macromedia Fireworks MX in 24 Hours | InformIT

Flash 5, the application from Macromedia for creating animation for the Web, is deceptively simple at first, yet has great depth and flexibility. Teach Yourself Free shipping over \$

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9: Sams Teach Yourself Macromedia Flash 5 in 24 Hours by Phillip Kerman

Follows best practices of adult learning. I never thought I could learn to code from a book, but I did.

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