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Overview of the Adobe Flash Professional CS5 workspace A series of frames containing tweened animation is called a motion tween Current frame, frame rate, and elapsed time are all shown at the bottom of the Timeline The playhead, represented by Activity 51 guide Adobe Flash Professional CS5 2 1 Adobe Flash Cs5 User Guide - mail.trempealeau.net

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when you work with a shape that has an obvious orientation (or direction, such as the nose of a car or an airplane). For this reason, be sure to use a symbol with an obvious orientation (such as a triangle) as your tweened object in these steps:

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Create a Flash CS5 Motion Preset. To create a Motion Preset, follow these steps: Open the Motion Presets panel by choosing Window > Motion Presets. Select on your Timeline the Motion Tween span you want to save as a preset. You can generally select the entire span by clicking it once directly in the Timeline panel.

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To add a path to the motion guide layer, select the motion guide layer and use Pen, Pencil, Line, Circle, Rectangle, or Brush tool. You can also paste a stroke onto the motion guide layer. Drag the object you are tweening, to snap it to the beginning of first frame or to the end of the last frame.

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Motion Guides within Flash CS3 allow you to create dynamic paths for your animation to follow within your Flash project. In this short tutorial, author Bill ...

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for you to open and explore. With these real-life professional projects you'll discover how to: bring objects to life with cool motion effects, make it rain, snow or set your world ablaze, develop flash mobile applications and many more tips and tricks not found anywhere else!

Editor's note, 1/15/2013: We have discovered an error with the Table of Contents and are currently working on correcting it. If you find an error in your book, please visit the companion site <http://www.focalpress.com/books/details/9780240522500/> for the correct version. Whether you are creating an animated short, catchy and fun cartoon or mobile game, save time and money with expert cheats by renowned Flash Expert, Chris Georgenes with all new content for the Flash CS6 revision. With practical applications and step by step tutorials solve problems quickly to develop creative projects to time and to budget. Many of these walkthroughs are real-world client projects, with the source files supplied for you to open and explore. With these real-life professional projects you'll discover how to: bring objects to life with cool motion effects, make it rain, snow or set your world ablaze, develop flash mobile applications and many more tips and tricks not found anywhere else! With his in-depth knowledge of the little-known secrets used by the pros to produce creative, professional animations, Chris is the go-to guru for designers and animators who want to create great animation, applications or motion design with Flash. Fully updated for CS6, *How to Cheat in Flash CS6*, is a goldmine of artistic inspiration, timesaving practical tips, tricks and step-by-step walkthroughs that you'll wonder how you survived without it. New! CS6 cheats and examples with practical solutions for the busy animator with a focus on Action Script, Flash for mobile applications, specifically for Android development, as well as a focus on an improved physics engine. Put the Adobe Flash CS6 cheats to the test with the fully updated companion website with downloadable Flash source files, examples and video tutorials, and a creative

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commons game, developed with Adobe, to demonstrate the new functionality of CS6!

You can build everything from simple animations to full-fledged iOS and Android apps with Flash CS5.5, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With *Flash CS5.5: The Missing Manual*, you'll move from the basics to power-user tools with ease. Learn animation basics. Discover how to turn simple ideas into stunning animations. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps for tablets and smartphones. Create the next generation of iPhone, iPad, and Android apps. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples.

You can build everything from simple animations to full-fledged iOS and Android apps with Flash CS5.5, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With *Flash CS5.5: The Missing Manual*, you'll move from the basics to power-user tools with ease. Learn animation basics. Discover how to turn simple ideas into stunning animations. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps for tablets and smartphones.

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- Import Photoshop and Illustrator files directly into Flash
- Keep track of the changes in Flash on a per-object basis
- Quickly create animation with motion tweens
- Use advanced text options to control flow and format
- Create more compelling designs with built-in filter effects and gradients
- Use blend modes to change the way the image of one object is combined with other images
- Use Script Assisted mode to create scripts without detailed knowledge of ActionScript
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Frustrated by the overwhelming nature of Flash? Want to get up to speed with the program fast so you can concentrate on your animation? Need to solve problems quickly to get work done to time and to budget? Then 'How to Cheat in Flash' is for you! This book is different from the rest because it shows you, step by step, how to work from the problem to the solution when creating Flash animations, from the viewpoint of an animator who has been commissioned to create a job and is working to a deadline. It

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is task orientated; every example shows real life commercial work. So, it's not so much a case of 'what does this filter/tool/option do?', as 'this is the task I've been set - how do I achieve it?' The solution may involve a variety of tools and techniques; it may take many steps to complete, or only a few. The free CD-Rom includes all the files you need to put your skills into practice as you read, and much more! It's an accessible (conversational in style), practical book and CD package which also provides artistic inspiration, a goldmine of timesaving practical tips, tricks and step-by-step workthroughs. You will wonder how you survived without it.

Once you know how to use Flash, you can create everything from simple animations to high-end desktop applications, but it's a complex tool that can be difficult to master on your own-unless you have this Missing Manual. This book will help you learn all you need to know about Flash CS5 to create animations that bring your ideas to life. Learn animation basics. Find everything you need to know to get started with Flash Master the Flash tools. Learn the animation and effects toolset, with clear explanations and hands-on examples Use 3D effects. Rotate and put objects in motion in three dimensions Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions Speed up development. Use templates, code snippets, and motion presets Design applications. Get an intro to building full desktop applications with Flash and Adobe AIR Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples

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

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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!

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