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Peter Elst,Sas Jacobs

Flash MX 2004 at Your Fingertips Sham Bhangal, Jen deHaan, 2006-12-26 The Flash Reference You've Been Waiting For—Covers Flash MX 2004 and Flash MX Professional 2004 Flash MX 2004 at Your Fingertips is the first ever task-based reference to Flash. Every page of this unique, highly practical guide is focused on giving you immediate access to the information you need to get your work done fast. Inside you'll find: Complete explanations of the most common authoring and editing tasks and ActionScript techniques An intuitive organization that lets you search according to what you want to do Clear, step-by-step instructions At-a-glance shortcuts and time-saving tips A visual reference to the Flash MX 2004 interface This groundbreaking book was written by expert authors who share inside knowledge accumulated over years of intensive Flash use. Whatever your field or level of experience, whether working on the Mac or in Windows, you've found the Flash reference you've been waiting for.

Fixing PowerPoint Annoyances Echo Swinford, 2006-02-17 If you're vexed and perplexed by PowerPoint, pick up a copy of Fixing PowerPoint Annoyances. This funny, and often opinionated, guide is chock full of tools and techniques for eliminating all the problems that drive audiences and presenters crazy. There's nothing more discouraging than an unresponsive audience--or worse, one that snickers at your slides. And there's nothing more maddening than technical glitches that turn your carefully planned slide show into a car wreck. Envious when you see other presenters effectively use nifty features that you've never been able to get to work right? Suffer no more! Fixing PowerPoint Annoyances by Microsoft PowerPoint MVP Echo Swinford rides to the rescue. Microsoft PowerPoint is the most popular presentation software on the planet, with an estimated 30 million presentations given each day. So no matter how frustrated you get, you're not about to chuck the program in the Recycle Bin. Fixing PowerPoint Annoyances, presents smart solutions to a variety of all-too-familiar, real-world annoyances. The book is divided into big categories, with annoyances grouped by topic. You can read it cover to cover or simply jump to the chapter or section most relevant to you. Inside its pages you'll learn how to create your own templates, work with multiple masters and slide layouts, and take advantage of various alignment and formatting tools. You'll also learn how to import Excel data; insert graphics, PDF, and Word content; create, edit, and format organization charts and diagrams; use action settings and hyperlinks to jump to other slides; and add sound, video, and other types of multimedia to spark up your presentations. Entertaining and informative, Fixing PowerPoint Annoyances is filled with humorous illustrations and packed with sidebars, tips, and tricks, as well as links to cool resources on the Web.

Macromedia Flash 8 @work Phillip Kerman, 2006 CD-ROM contains starting templates for each standalone project, source files for all projects and completed projects.

Cutting Edge PowerPoint For Dummies Geetesh Bajaj, 2011-09-23 Use these great ideas to help you make your point Create PowerPoint presentations with Flash(r) movies, Excel(r) charts, and more Okay, you've PowerPointed before, right? And you knew there must be more cool things you could do? Here they are! This handy guide gives you pointers on what makes a powerful presentation, tips on using the right formats and templates, and directions for dressing up text, wow'ing 'em with color, adding action, and much more. Discover how to * Tweak and streamline PowerPoint * Get the most from color * Avoid amateur mistakes * Use shapes, fills, and 3D effects * Add photos, soundtracks, and DVD video * Deliver your presentation with punch

Flash MX 2004 Savvy Ethan Watrall, Norbert Herber, 2006-02-20 savvy n. Practical know-how Both new and experienced Flash users need plenty of help mastering these versatile, powerful applications. Whichever group you belong to, Flash MX 2004 Savvy gives you the resources you need to advance your skills. This means clear explanations, real-world examples, and carefully crafted tutorials in which you'll learn the full range of Flash techniques. You'll find in-depth introductions to the features new to Flash MX 2004 and Flash MX Professional 2004: Timeline Effects, the expanded components library, built-in project management tools, and more. Designed so you can work your way from front to back or focus on the topics most important to you, this book helps you understand why Flash works as it does and how to meet the demands of your Flash-based projects. Coverage includes: Content creation: painting and drawing, text manipulation, reusable content, interactive slideshow presentations, content for the Pocket PC ActionScript: manual scripting, movie clip management and parameter control--plus a complete ActionScript Reference on the CD Interactivity: interface elements and controllers, new Flash components, new ActionScript behaviors Audio integration: synchronization, compression schemes, implementing interactive audio Media integration: with Director, with CD-ROM content, with 3D animation, with full-motion and streaming video Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

Creative Presentation Maker with Focusky (2 in 1 eBooks) AMC College, This eBook consists of 2 titles: Presentation (Focusky) Level 1 Presentation (Focusky) Level 2

Flash CS4 All-in-One For Dummies Doug Sahlin, William B. Sanders, 2009-04-01 Ready to take your Flash skills to the next level? Learn how to use Adobe Flash CS4 to create innovative interactive experiences! Flash CS4 All-In-One For Dummies shows you how to create professional, cool projects, step by step, from start to finish. Whether you're working on your first Flash project or you're a veteran Flash animator ready to get into more advanced applications, Flash CS4 All-In-One For Dummies walks you through Flash's new tricks and explains how to use them. You'll get the skinny on new features including inverse kinematics, motion tweening, and Motion Editor. You'll also find out how to: Work with panels Take advantage of an ActionScript Create and plan your first project Follow the ins and outs of Flash graphics Navigate your way around the swatches panel Get your video on the Web using YouTube Utilize Flash audio and video Develop with the Flash timeline To help you quickly find what you need, Flash CS4 All-In-One For Dummies is divided into eight minibooks: Introducing Flash Creating Graphics Animating Graphics Adding ActionScript 3.0 Magic Working with Flash Audio Working with Flash Video Getting Interactive Finalizing a Flash Project Flash CS4 All-In-One For Dummies will help make your experience animating in Flash much easier!

Communicating In A Digital World Aristotle T. Lekacos, 2010-03-31 You are about to embark on a journey. In some respects it will be similar to ones taken by other pioneers and innovators in the past. Your journey may begin with excitement and trepidation. As you continue and persevere you will discover new things and most importantly will feel a sense of accomplishment and self-improvement. There will be times along the journey when you believe that you cannot possibly go any further. You will push yourself and lo and behold you will realize that you have discovered and learned so much more than you imagined. You will be changed forever! #13; Change is taking place everywhere and will proceed whether we are for or against it. Just as the acoustic telegraph (telephone) replaced the electric telegraph, the incandescent lamp replaced gas lighting, wireless methods superseded wired technologies; the turbines eventual replacement of the horse, the aircraft the train, the email the mailed letter

to name just a few changes in our recent history. In all cases these changes were not overnight phenomena but ones that took time. Slowly the practitioners changed, the users switched and the infrastructure transitioned and then the process repeated itself. This is civilization advancing; beginning with a technological innovation, then a 'marketing' of the technology to define its benefits and most importantly the subsequent preparation of society for its eventual deployment. The only certainty is uncertainty. Our position on the merits of the change must be based on our knowledge and not hearsay. #13; As you embark on this journey of enlightenment you may encounter resistance from others. As with all innovation and transitional periods? naysayers, especially and perhaps surprisingly from within the field, will state why the new approach is inadequate, insufficient, incapable, not going to work and so forth. In business this denial to consider the need for possible change is called 'Core Rigidity'. Why the term 'Core Rigidity'? Rigidity - because individuals refuse to consider any change or revision and want the status quo to remain. Core - because most of these individuals are experts in the field and have years of experience in the existing environment, their specific knowledge is based on the current processes and most importantly if the change does come to pass their skill sets will be negated hence the term core rigidity. #13; Some say it is human nature to discount new methodology, new theories, new approaches, new ideas; to paraphrase a common quote ?If it's not broken don't fix it?. I say where would we be today if all of our ancestors had thought that way? Despite the reluctance of incumbents change is continuous. #13; With respect to virtual communications we are approaching the societal stage; which is why I have written this book. Virtual communications will eventually replace the current mode of distance contact. Communicating and meetings will be forever changed. It is my intention to provide the information and knowledge to empower you to successfully join this new and exciting way of communicating. I will show you how to employ and understand tools used in communicating virtually, such as Adobe Presenter, Adobe Captivate and Adobe Connect. #13; In this book I have introduced a number of new concepts that are useful in the preparation and implementation of the virtual environments and digital content. #13; Let's begin our journey to change.

PowerPoint 2007: The Missing Manual E. A. Vander Veer, 2006-12-22 Like every other application in Microsoft Office suite, PowerPoint is loaded with features. So many, in fact, that even veterans don't know where to find them all. Microsoft solved this problem in PowerPoint 2007 by redesigning the user interface with a tabbed toolbar that makes features easy to locate and use. PowerPoint 2007 also boasts improved graphics, additional templates, the ability to save custom layouts, and improved collaboration through SharePoint. One thing Microsoft hasn't improved is its poor documentation. To learn the ins and outs of all the features in PowerPoint 2007, Microsoft merely offers online help. If you're familiar with previous versions of the program, you may be lost the first time you fire up the new PowerPoint; or you would be if it weren't for PowerPoint 2007: The Missing Manual. This book, written specifically for this version of the software, not only offers the basics of how to create, save, set up, run, and print a basic bullets-and-background slideshow, but takes you into the world of multimedia, animation, and interactivity. You'll learn how to add pictures, sound, video, animated effects, and controls (buttons and links) to their slides, along with ways to pull text, spreadsheets, and animations created in other programs. You can also create your own reusable design templates and learn to automate repetitive tasks with macros. Learn how to take advantage of advanced functions (such as adding custom background images) that existed in previous PowerPoint versions, but were so cleverly hidden that few people ever found them.

PowerPoint 2007 E. A. Vander Veer, 2006-12-22 Like every other application in Microsoft Office suite, PowerPoint is loaded with features. So many, in fact, that even veterans don't know where to find them all. Microsoft solved this problem in PowerPoint 2007 by redesigning the user interface with a tabbed toolbar that makes features easy to locate and use. PowerPoint 2007 also boasts improved graphics, additional templates, the ability to save custom layouts, and improved collaboration through SharePoint. One thing Microsoft hasn't improved is its poor documentation. To learn the ins and outs of all the features in PowerPoint 2007, Microsoft merely offers online help. If you're familiar with previous versions of the program, you may be lost the first time you fire up the new PowerPoint; or you would be if it weren't for PowerPoint 2007: The Missing Manual. This book, written specifically for this version of the software, not only offers the basics of how to create, save, set up, run, and print a basic bullets-and-background slideshow, but takes you into the world of multimedia, animation, and interactivity. You'll learn how to add pictures, sound, video, animated effects, and controls (buttons and links) to their slides, along with ways to pull text, spreadsheets, and animations created in other programs. You can also create your own reusable design templates and learn to automate repetitive tasks with macros. Learn how to take advantage of advanced functions (such as adding custom background images) that existed in previous PowerPoint versions, but were so cleverly hidden that few people ever found them.

Adobe Flash CS3 ,2008

Foundation Flash CS3 for Designers David Stiller, Tom Green, 2008-05-16 This book is a design-slanted guide aimed at giving aspiring Flash designers a solid grounding in the new version, as well as giving established Flash designers a clear look over the new flash CS3 features. Written by renowned Flash designers Tom Green and David Stiller, it features real world examples throughout, presented in an accessible, friendly tutorial style. No other beginner's Flash CS3 guide is specifically aimed at designers. Flash still remains a huge market area, and in 2007 Adobe released Flash CS3 which boasts a whole host of new features for Flash designers to get excited about.

Foundation Flash CS5 For Designers Tom Green, Tiago Dias, 2010-12-28 Flash is one of the most engaging, innovative, and versatile technologies available—allowing the creation of anything from animated banners and simple cartoons to rich Internet applications, interactive videos, and dynamic user interfaces for web sites, kiosks, devices, or DVDs. The possibilities are endless, and now it just got better. Flash CS5 boasts a host of new features, including better support for mobile devices, a whole new animation engine enabling full manipulation of tweens and paths, custom easing, improved inverse kinematics, a revamped timeline, built-in 3D, and much more. This book is all you'll need to learn Flash CS5 from the ground up. If you already have Flash experience, this book will allow you to quickly catch up on all the cool new features. Flash experts Tom Green and Tiago Dias guide you step-by-step through all facets of Flash CS5, keeping the emphasis firmly on good design techniques that you use in your own projects. Learn Flash design from the ground up, or just get to grips with the new features, with a series of step-by-step tutorials. Provides an easy introduction to ActionScript 3.0 coding, but the focus is mainly kept on design. Learn from the experts—written by renowned Flash designers Tom Green and Tiago Dias.

Building Web Sites All-in-One Desk Reference For Dummies Doug Sahlin, Claudia Snell, 2007-02-03 From idea to online, your key to great-looking Web sites Your one-stop guide to building a user-friendly site with professional flair Whether you're building a site to keep in touch with others, sell products, or promote a cause, you want to

make sure yours stands out in the crowd. This handy reference shows you how to design an accessible site, create graphics and navigation menus, build forms, insert sound and video, and keep your visitors coming back for more. Discover how to Plan, maintain, and promote a Web site Design with users in mind Work with HTML and CSS Optimize graphic elements for the Web Build your site with e-commerce functionality

PowerPoint 2010 Bible Faithe Wempen, 2010-10-19 Master PowerPoint and improve your presentation skills-with one book! It's no longer enough to have slide after slide of text, bullets, and charts. It's not even enough to have good speaking skills if your PowerPoint slides bore your audience. Get the very most out of all that PowerPoint 2010 has to offer while also learning priceless tips and techniques for making good presentations in this new PowerPoint 2010 Bible. Well-known PowerPoint expert and author Faithe Wempen provides formatting tips; shows you how to work with drawings, tables, and SmartArt; introduces new collaboration tools; walks you through five special presentation labs; and more. Coverage includes: A First Look at PowerPoint What Makes a Great Presentation? Creating and Saving Presentation Files Creating Slides and Text Boxes Working with Layouts, Themes, and Masters Formatting Paragraphs and Text Boxes Correcting and Improving Text Creating and Formatting Tables Drawing and Formatting Objects Creating SmartArt Diagrams Using and Organizing Clip Art Working with Photographic Images Working with Charts Incorporating Content from Other Programs Adding Sound Effects, Music, and Soundtracks Incorporating Motion Video Creating Animation Effects and Transitions Creating Support Materials Preparing for a Live Presentation Designing User-Interactive or Self-Running Presentations Preparing a Presentation for Mass Distribution Sharing and Collaborating Customizing PowerPoint Presenting Content Without Bulleted Lists Adding Sound and Movement to a Presentation Creating a Menu-Based Navigation System Creating a Classroom Game It's the book you need to succeed with PowerPoint 2010 and your next live presentation!

Building Web Sites All-in-One For Dummies Claudia Snell, Doug Sahlin, 2009-01-23 Want to launch a Web site but don't know where to begin? Information on Web design, page building software, using HTML, site planning, and everything else you need to know can be found easily in Building Web Sites All-in-One For Dummies, 2nd Edition. So you can easily find what you're looking for, this plain-English guide is divided into nine minibooks: Preparations Site Design Site Construction Web Graphics Multimedia Audience Interaction E-Commerce Site Management Case Studies From deciding what your site should do to working with HTML, using Dreamweaver, incorporating Flash creations, and keeping your site on the cutting edge, this book is your one-stop course in building Web sites. Learn to: Plan your site, decide whether you need a Web team, and create relevant content Develop your site design, work with wire frames, and organize behind-the-scenes files that make your site work Select the right hardware and software and create pages with Dreamweaver Create cool site graphics with Photoshop and Fireworks Add interest with Flash animations, slideshows, video, and sound Make your site interactive with Javascript, PHP, ASP, and MySQL Build an e-commerce site that's user-friendly, legally sound, and secure Keep your content and design fresh and up to date Ready to begin? Grab Building Web Sites All-in-One For Dummies, 2nd Edition and let's get started!

Object-Oriented ActionScript 3.0 Peter Elst, Sas Jacobs, 2007-09-01 Object-Oriented ActionScript 3.0 teaches the theory and practice of object-oriented programming (OOP) with ActionScript 3.0. Assuming no serious programming experience, the authors take you through the complete development cycle of object-oriented Flash applications and services. This book demonstrates professional OOP skills and techniques that are completely transferable to other programming languages and technologies, including Inheritance, Polymorphism, managing classes, component development, consuming web services, and much more. It also includes cutting edge Flash-specific techniques such as ActionScript programming techniques, and animation and effects classes.

Adobe Dreamweaver CS3, 2007 Each chapter in this full-color book contains a project that builds upon the reader's growing knowledge of Dreamweaver, while review questions at the end of each chapter reinforce the most important skills. Readers will learn how to customize a Dreamweaver workspace, apply cascading style sheets, enter headline and body text, insert graphics and rollovers, and add links to a page. They'll also learn how to add interactive elements to their site, such as behaviors, effects, and Flash video; add new code or code snippets; and publish their finished site to the Web. Dreamweaver CS3 offers new CSS layouts, a unified CSS panel, and CSS visualization tools that let users create interactive Web sites without having to delve into code. Dreamweaver users can now create dynamic interfaces using the Spry framework for Ajax. (Spry is 99% HTML, so it's accessible to both designers and developers). Spry widgets (pre-built user interface components) let users quickly add common user interface components to Web pages.

Advances in Web-Based Learning - ICWL 2004 Wenyin Liu, Yuanchun Shi, Li Qing, 2004-12-06 With the rapid development of Web-based learning and new concepts like virtual classrooms, virtual laboratories and virtual universities, many issues need to be addressed. On the technical side, there is a need for effective technology for deployment of Web-based education. On the learning side, the cyber mode of learning is very different from classroom-based learning. How can instructional development cope with this new style of learning? On the management side, the establishment of the cyber university - poses very different requirements for the set-up. Does industry-university partnership provide a solution to addressing the technological and management issues? Why do we need to standardize e-learning and what can we do already? As with many other new developments, more research is needed to establish the concepts and best practice for Web-based learning. ICWL 2004, the 3rd International Conference on Web-Based Learning, was held at the Tsinghua University (Beijing, China) from August 8th to 11th, 2004, as a continued attempt to address many of the above-mentioned issues. Following the great successes of ICWL 2002 (Hong Kong) and ICWL 2003 (Australia), ICWL 2004 aimed at presenting new progress in the technical, pedagogical, as well as management issues of Web-based learning. The conference featured a comprehensive program, including a tutorial session, a keynote talk, a main track for regular paper presentations, and an industrial track. We received 120 papers and accepted only 58 of them in the main track for both oral and poster presentations.

The ActionScript 3.0 Quick Reference Guide: For Developers and Designers Using Flash David Stiller, Rich Shupe, Jen deHaan, Darren Richardson, 2008-10-17 No matter what your background, the pages that follow will provide you with some excellent knowledge, insight, and even a little bit of wisdom in the realm of Flash and ActionScript. Happy learning!-- Branden Hall, from the Foreword Written by Flash insiders with extensive knowledge of the technology, this guide is designed specifically to help Flash designers and developers make the leap from ActionScript 2.0 to the new object-oriented ActionScript 3.0 quickly and painlessly. Formatted so you can find any topic easily, ActionScript 3.0 Quick Reference Guide explains: Object-oriented programming (OOP) concepts, such as packages and classes ActionScript 3.0 features and player enhancements that improve performance Workflow differences between ActionScript 2.0 and ActionScript 3.0 including tools, code editing, component sets, and image and font rendering Where did it go? A guide to help you find familiar features in ActionScript 3.0, such as global

functions, operators, properties, and statements How do I? Step-by-step solutions for performing tasks with ActionScript 3.0, including input, sound, video, display, events, text, and more Also included are overviews of Flash and ActionScript features and workflows. ActionScript 3.0 is a huge upgrade to Flash's programming language -- and this guide helps you upgrade your skills to match it.

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