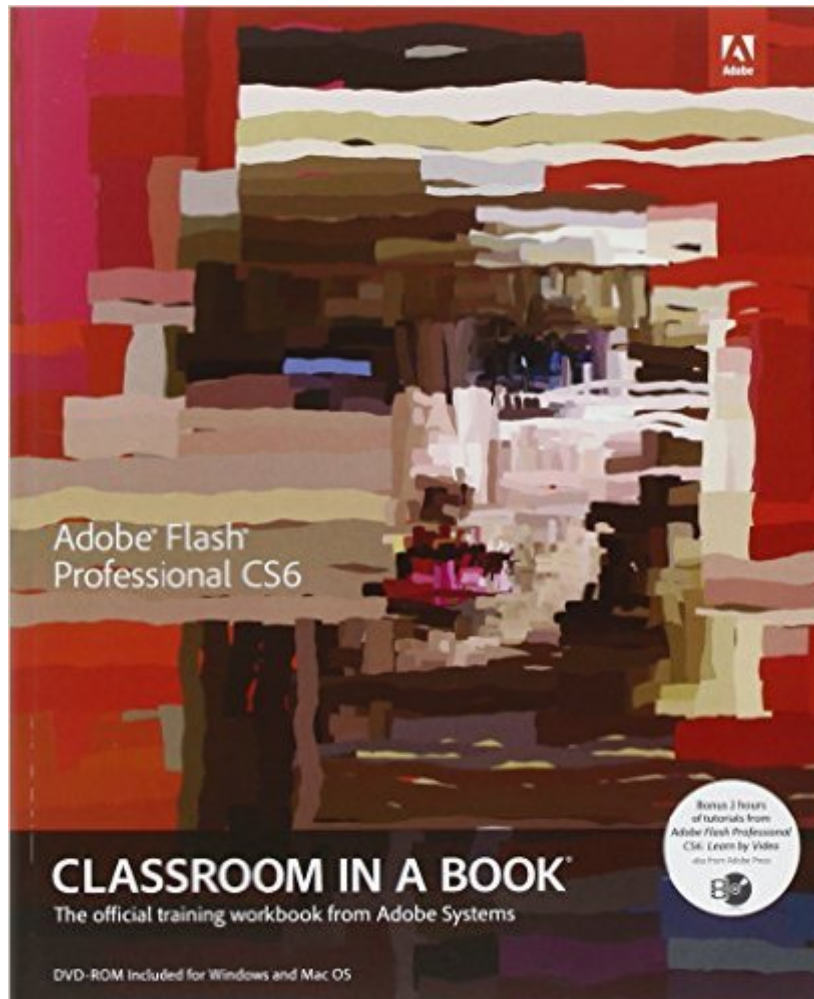


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# Adobe Flash Professional CS6 Classroom In A Book



## Synopsis

Those creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Flash Professional CS6 choose Adobe Flash Professional CS6 Classroom in a Book from the Adobe Creative Team. The 10 project-based lessons in this book show readers step-by-step the key techniques for working in Flash CS6. Readers learn what they need to know to create engaging interactive content with Flash CS6. In addition to learning the key elements of the Flash interface, including panels, timelines, and frames, readers learn how to work with graphics, create and edit symbols, modify text, add interactivity with ActionScript, and incorporate animation and sound into their projects. They also learn how to prepare and export their finished projects for publishing. This completely revised CS6 edition shows readers how to generate sprite sheets for enhanced game development workflow and deliver apps with a prepackaged Adobe AIR captive runtime for better user experience. The book also covers the new, powerful, and intuitive tools and integrated support for reaching audiences across devices that run on Android and iOS platforms by targeting the Adobe AIR 3.2 runtime. The companion DVD includes lesson files so readers can work along with the book, as well video training from Learn Adobe Flash Professional CS6 by Video. The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students. "Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does" an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts.

## Book Information

Series: Classroom in a Book

Paperback: 416 pages

Publisher: Adobe Press; 1 edition (May 24, 2012)

Language: English

ISBN-10: 032182251X

ISBN-13: 978-0321822512

Product Dimensions: 7.4 x 0.8 x 9.1 inches

Shipping Weight: 2 pounds (View shipping rates and policies)

Average Customer Review: 4.0 out of 5 stars See all reviews (50 customer reviews)

Best Sellers Rank: #184,088 in Books (See Top 100 in Books) #5 in Books > Computers & Technology > Digital Audio, Video & Photography > Adobe > Adobe Flash #14 in Books > Computers & Technology > Graphics & Design > Electronic Documents #59 in Books > Computers & Technology > Software > Design & Graphics

## Customer Reviews

Adobe Flash Professional CS6 is a program beyond words. Your designs are only limited by your imagination. Because this is such an epic program, it needs an epic training manual. My Classroom in a Book copy definitely is. The lesson structures are very easy to navigate through. It's concise yet very informative lessons allow you to tackle this MAMMOTH program head-on. I would even recommend this book to someone that has yet to use the program and has no experience in web design and development or graphic design whatsoever. Myself, having a masters in web design and development including a bachelor's in graphic design, would give this book an A+. I'd only give all the competing books of this type a "C++" (pun intended! ^\_^ ). Another good thing about it is it was written and composed by the very people and company that wrote Adobe Creative Suite 6 to begin with. For those people that want to create the most advanced and creative web content ever, but don't have the know how to use Flash, this book is for you. The only negative remark I would leave about this piece of literature is this: the lesson files have not changed really at all from the Flash CS5 book (the previous volume in the educational series from ~2010). Most of the textual content is also the same or very similar like it was just copied and pasted. I mean at least create new lesson example files... One last thing is that I believe that this book should COME WITH the Flash CS6 software package...I mean it IS \$800.00. Or at the very least, it should be included in the Adobe Creative Studio 6 Design premium bundle or at least the master collection, (which happens to be \$2,899.00). I mean, I dished out that kind of money, I should at least get these volumes for a free or very reduced price. Overall though, great book for an amazing product!!!!

I am new to using Flash Professional and after going thru the lessons in this book which by the way are dummed down to the lowest level which is great, I truly gained a better understanding of the layout, tools, and functions that flash offers. For those that want to know all the ends and outs of Flash this book will not help you there but instead will walk you thru on how to use the program and prove to be a great resource later down the road. As a side note I'm extremely ADD so if this book held my attention and taught me something it must have something going for it.

I always say that it's not about the book, but the reader. Nevertheless, this is an amazing book for those who are starters and those who are a little more advanced in this subject. Great info, great exercises, great everything!

I bought the Kindle version of this book. I had no problems downloading the course files. So far I'm at lesson 4. So far I have no complaints about the book. The book explains everything so far that I can understand. I'm amazed on what I can do in Flash CS 6

Nice pick prof! Easy to read, not complicated at all. It didn't cover a few things that I got from other media sources, but for a beginner, this is a perfect book. Now if you are in the later chapters and you know what AS3 is by now... you won't have any brilliant ideas unless you have a programming background. AS3 is like Java, so if you have done some serious coding in Java (not js) or C++ you will rock when purchasing an AS3 bible.

We have been required to get these books for class, and even though there is a lot of info in them, they always just tell you to do things without really explaining why. It just kind of tells you what to do and I can never remember how to do something so I end up just learning on my own. If you learn better by reading a book then I guess get it.

I purchased this book for an understanding of Basic Flash programming. I was able to make from beginning to end my own E card! The Text book comes with individual lessons that can be downloaded to your computer and follow along with the text book at your side. Mine is Actually A KINDLE Fire HD download!! Love having my kindle sitting on the desk while working with projects on my monitor. It makes it so easy to follow along or page back.

I'm a huge fan of Adobe Classroom in a Book books. They cover the basics well, and in manageable bites and logical sequence. Flash CIB is no exception. If you're a novice user or only use Flash occasionally, get this book for reference.

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