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the core animation and illustration

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There are many advantages
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types you can use. It is simple to use with easy controls. The code snippets...

Advantages and Disadvantages of Adobe Flash Professional CS6

In addition to the Adobe Page 20/97

Flash Professional CS6 system requirements, applications created using AIR for iOS will only run on devices that support iOS 4.2 or higher and iPod Touch 3rd & 4th generation, iPhone 3GS and iPhone 4, and iPad. Page 21/97

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bone tool gives you inverse kinematics (IK) capabilities within Flash.

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... In Animate (formerly Flash Professional), designers and developers create FLA files that contain graphical elements, a timeline, and ActionScript code. Both ActionScri pt 2.0 and ActionScript 3.0 are Page 34/97

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split the project to more

Solved: Adobe Flash
Professional CS6 - File
keeps getting ...
Sketch and draw more
expressive characters with
Page 38/97

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graphic designers, and web designers and developers who want to be leaders in their field, at the forefront of design and technology.

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Professional CS6 offers ten
lessons covering such topics
as creating and editing
symbols, adding animation,
creating interactive
Page 62/97

navigation, working with sound and video, and publishing Flash documents.

NEW PERSPECTIVES ON ADOBE FLASH PROFESSIONAL CS6

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creating simple animations

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basics of CorelDRAW in Chapter 1 and 2. Chapter 3 explains the making of basic drawing, as well as the artistic media tools. Chapter 4 covers advanced drawing to work with basic tools and shapes such as grouping, Page 86/97

ungrouping, aligning and distribute objects. Chapter 5 and 6 explain Paragraph text editing, artistic text and its formatting. Chapter 7 deals with Layers and Symbols.Chapter 8 and 9 describe the Outline tool Page 87/97

and Fill tool. These tools are useful for giving different artistic impact to the graphic objects. Chapter 10 enables you to deal with Interactive tools and the way CorelDRAW Graphics Suite X8 manages them. Chapter 11 Page 88/97

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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 Page 93/97

create a job and is working to a deadline. It 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 Page 94/97

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