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Flash Professional CS5 Digital Classroom, (Book And Video Training)



Synopsis

Learn Flash in a flash with this full-color book and video training package! Adobe Flash is used by designers, game programmers, and hobbyists to create interactive Web sites, digital experiences, and mobile content. The latest release of Flash promises exciting new capabilities and this book-and-video training package makes learning the new features of Flash less intimidating. Fifteen self-paced lessons encourage you to discover essential skills and explore new aspects of Flash. The tutorials featured in the videos are each approximately five minutes long and supplement the concepts and topics covered in the lessons. Features full-color, step-by-step tutorials that complement the topics covered in each lesson. Demonstrates the basics of using the newest release of Flash, such as using layers and instances to build animation sequences. Covers intermediate and advanced capabilities, such as using ActionScript to create interactive Web page components. Jam-packed with information, this book takes you from Flash basics through intermediate-level topics and helps you find the information you need in both print and video. Note: DVD and other supplementary materials are not included as part of eBook file. These materials are available for download upon purchase.

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Customer Reviews

This is a great resource for a wide range of Flash users. If you are a beginner, this is a great book with easy to follow step by step instructions that include full color images along with supplemental video tutorials. The book covers items from beginning animation to action script and including audio

and video into your Flash projects. The instructions are written for PC and Mac. I have used Flash since the old MX version and have gone through many upgrades; this book is good reference tool for learning the new features in CS5. I'm a working professional with no time to take a classes to keep up with the new features in the new creative suite; so this is like having a classroom at my fingertips. Although there is a lot of helpful information on Action Script in here; this is probably not a book advanced coders would use. However, if you are not an advanced coder and just want an easy to understand information on how to use/create basic and practical action scripting; this book does a great job.

I have never used Flash before I read this. I got this because I thought it would be better than taking a course, and I was right. Not only is it much cheaper than taking a course, but it gives just as much information if not more about Flash. I am only thirteen and I fully understood the book and thought it was easy to read. It comes with a helpful DVD with the most important parts of each of the fifteen lessons, however it doesn't contain everything in the book. The book explains all of the concepts of Flash from the basics to the advanced all in step by step instructions. It contains everything you need to know about Flash like animation, actionscript, using imported files from photoshop, and navigation controls. I personally am learning Flash so I can create animations and build a website using Flash and I found out everything I need to know and more about that and all the other uses of Flash. whether you have Windows or Macintosh it has the controls for either one. I rate this book five stars and say that anyone who wants to learn Flash should buy it.

I've been using Flash for many years, and I own several Flash resources. I find myself going back to this book, not only because it's the most up-to-date reference I have, but also because the content is presented quite well. I've learned quite a bit from the other Digital Classroom editions, so I was pleased to learn that the series would be continuing with CS5. The lessons are easy to follow and convey their intended information clearly. The training DVD is also an excellent feature, as it's very helpful to follow along with the lesson (particularly if you have two screens), and see it "in action." Great for the beginner, as well as seasoned Flash users who want to learn a bit about the new features in CS5.

I did learn some things with this tutorial but what I learned was not immediately of use to me. I will need to explore a new tutorial and that surprises me because, by and large, the Digital Classroom series has served me well. Part of my problem is that the edition I had was for CS5 and I have

CS5.5. The versions seem mostly to be the same but there are a few differences that popped up from time to time to bog me down. This I cannot blame on the book. A bigger problem for me is that the book often assumed knowledge that I did not have. That has never been a problem for me with this series of books but it was this time. I had only the vaguest notion of Flash to begin with. I knew it was somehow associated with animation but that was the extent of my knowledge. It was not enough in this case. The book did give me an appreciation for some of the capabilities of the Flash application and I was delighted to see some of the work I accomplished in the tutorials but I could not help often feeling, "this is neat but what can I use it for?" • I still feel that way. In case you may wonder why I bought Flash or the tutorial, the application was bundled with a lot of other CS5.5 software when I upgraded from ancient versions. I figured that since I had the software, I might as well learn how to use it. I will learn but it is going to take some more effort.

Carrying on in the Classroom in a Book style, the new Adobe Digital Classroom books are Great. Now are there not only a slew of exercises in the book, there is also a link to a series of video tutorials to complement the book's content....Now that's a' learning...WDM

The video is so-so detailed in my opinion. There be some points when the speaker will say, if you want to know more, checkout the book or something. Either way, I will def. recommend this book to anyone who wants to get started or using it as a refresher. The video really helped a lot. I used it as a reference material.

Comprehensive book. good lessons. takes TIME to get through the lessons but saves time once you have the knowledge. I would recommend this to a novice AND an experience graphic designer. Benefits both. Shipping was prompt. The book came just and promised - on time and in good condition.

I am not a long-time Flash user, so I can't compare this book to other resources or previous versions. However, I can tell you that I got a lot out of this book - it made Flash much more approachable for me, and gave me the confidence to really explore the program. The lessons are written in such a way that I didn't feel "talked down to," it was like a knowledgeable friend walking me through the steps. I love having this book and the DVD tutorials here at home so I can work at my own pace, mark up the book, cross reference when needed, and just have fun while I'm learning. The only minor negative I can share (and it's actually a compliment to the writers of the book) is that

I am having so much fun with Flash now that I find myself spending hours immersed in the program! Thanks to the knowledge I gained from these lessons, I feel confident adding proficiency in Flash to my resume. If you are looking for a book that will give you a solid foundation in Flash, look no further. You'll be happy with this one.

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