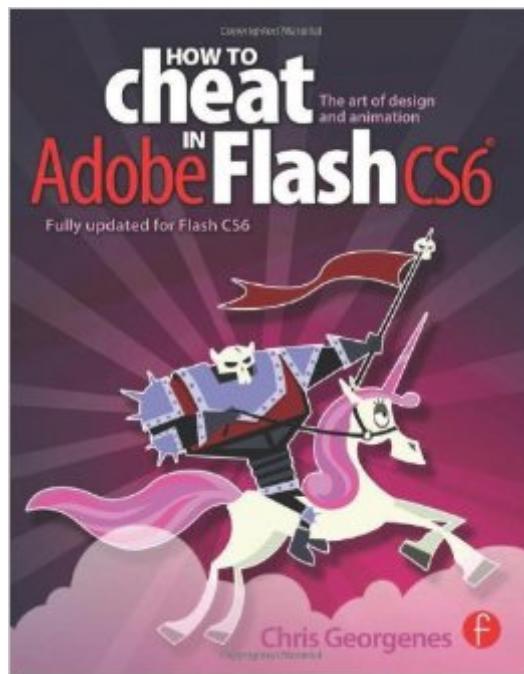


The book was found

How To Cheat In Adobe Flash CS6: The Art Of Design And Animation



Synopsis

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

Book Information

Series: *How to Cheat in*

Paperback: 384 pages

Publisher: Focal Press; Updated edition (November 21, 2012)

Language: English

ISBN-10: 0240522508

ISBN-13: 978-0240522500

Product Dimensions: 1 x 8 x 10 inches

Shipping Weight: 2.1 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 starsÂ See all reviewsÂ (13 customer reviews)

Best Sellers Rank: #773,437 in Books (See Top 100 in Books) #29 inÂ Books > Computers &

Customer Reviews

Okay, So I've never written a review before, so bear with me. I bought this book in hopes that it would provide me with information on how to begin animating in Flash CS6, but I mistakenly thought that this was geared towards beginners. However, this book assumes that you have a reasonable amount of working knowledge over Adobe Flash, and I for one, do not. So, if you looking at this book to teach you the basics, and get you animating fast, look away. It's not that kind of book. **HOWEVER**, from what I did read, the book is extremely knowledgeable and it has excellent step by step instructions and pictures to go with each. So If you do have a basic understanding of Flash, and are looking to further your knowledge, then I would highly recommend this book. :) I hope this helps. :3

I teach animation professionally and use Flash with my beginner animators to get them used to creating computer-aided 2D animations. This book is an excellent resource for not-totally-beginner animators. If you can get around Flash and have some familiarity with the program, this is an excellent resource to getting you up to intermediate level. If you've never been on Flash before, you need a more basic text so that you can get comfortable with the UI before you start the animation process. I've used the *How to Cheat* books for years in both Flash and Maya and as each iteration of CS Flash comes out I have always found them useful. The animation information is basic (what is a tween, what is squash and stretch, etc) but the explanation about how the basic concepts are used and interpreted in Flash is excellent and that's why I think this book is a good bridge to that helps novice animators move up to the next level. Once you've mastered the concepts in this book, you're well-prepared to move up to a more sophisticated style of animation and concentrate on the animation and the story and not on manipulating the computer program.

Ok, first of all, I really enjoy flipping through the book and learning all the tips and tricks. Some of the materials were obviously a copy and paste from previous edition, but that's fine (for me at least) because this is my first "How to cheat" book from this author. Okay so my question is.....where is this CD that the book speak of?? On page 278, it says "I've also included the installed file on the CD included with the book," but I can't find it. Either did a sloppy job with the shipping and left out the

CD or the ENTIRE book was just a cut and paste from previous edition (which included the CD, but not in the CS6 edition). I wouldn't know because I don't own the previous version of the books. I know that the previous version have CD included because it says so on the preview section of the other books. The table of contents doesn't even match up with the page #...(e.g. One of the sections says "playing with fire" is on page 242, but it really is on page 254! It makes finding the stuff I need very irritating.) I love all the tips and tricks in this book. They're very helpful for someone like me who wants to learn more about the hidden features of flash. I just wish the book was executed better. Edit - I'm going to give one more star just because the author and editor acknowledged their mistake. This is really a good book, and I don't want to doubt anyone who wants to purchase this book.

Excellent condition, new just as promised, the book arrived in just a matter of days from the day it shipped. Excellent service. I would rate a 5 star but my system wont allow it to submit with that. Guess there must always be room for improvement.

Great book! I wanted to start learning Flash and bought it based on description and flipping pages on . Surprise! It is not for beginners. Take a beginners course with something else. Then you can fully enjoy and benefit from the book. Overall, amazing book! I hate bible thick manuals.

So far, the book looks great. You need some basic knowledge of Flash with this book. As previous reviewers said it's not for a complete beginner but the pictures and tutorials look like they will be easy to handle. Someone said there is a missing disk, but the book gives directions on where to go to download the files because the disk is now not included in the 2013 version: [...]

This is a good book, but how lazy and sloppy can you get? You simply copied and pasted the Table of Contents from "How to Cheat in Adobe Flash CS5" to this so-called "Update." Shame on you, Focal Press; and I'm embarrassed for you, Chris Georganes! Please fix this immediately, and send me a corrected copy, so I can use it in teaching my class at the University of Houston! Update on review: I was personally promised a revised and corrected copy of this book by the "embarrassed" publisher. After waiting months for it, I email him again--no response and a broken promise. Not only does this company publish sloppily edited books, but does not fulfill their word! So I've changed my 3 stars to 1 star. 2nd update: Heard from Chris, the author, who graciously apologized. I'm hoping to finally received the fully revised and corrected CC version soon. Will update again then.

[Download to continue reading...](#)

The Web Collection Revealed, Premium Edition: Adobe Dreamweaver CS6, Flash CS6, and Photoshop CS6 (Adobe CS6) The Web Collection Revealed, Standard Edition: Adobe Dreamweaver CS6, Flash CS6 and Fireworks CS6 (Adobe CS6) The Design Collection Revealed: Adobe InDesign CS6, Photoshop CS6 & Illustrator CS6 (Adobe CS6) How to Cheat in Adobe Flash CS6: The Art of Design and Animation After Effects for Flash / Flash for After Effects: Dynamic Animation and Video with Adobe After Effects CS4 and Adobe Flash CS4 Professional Adobe CS6 Web Tools: Dreamweaver, Photoshop, and Flash Illustrated with Online Creative Cloud Updates (Adobe CS6 by Course Technology) New Perspectives on Adobe Flash Professional CS6, Introductory (Adobe CS6 by Course Technology) Adobe Flash Professional CS6 Illustrated with Online Creative Cloud Updates (Adobe CS6 by Course Technology) The Design Collection Revealed: Adobe InDesign, Photoshop and Illustrator CS6 (Adobe CS6) Adobe CS6 Design Tools: Photoshop, Illustrator, and InDesign Illustrated with Online Creative Cloud Updates (Adobe CS6 by Course Technology) The Video Collection Revealed: Adobe Premiere Pro, After Effects, Audition and Encore CS6 (Adobe CS6) Adobe InDesign CS6 Interactive: Digital Publishing for the Internet and the iPad (Adobe CS6) Adobe Dreamweaver CS6: Comprehensive (Adobe CS6 by Course Technology) Adobe Dreamweaver CS6 Illustrated with Online Creative Cloud Updates (Adobe CS6 by Course Technology) Exploring Adobe Illustrator CS6 (Adobe CS6) Adobe InDesign CS6 Illustrated with Online Creative Cloud Updates (Adobe CS6 by Course Technology) Adobe InDesign CS6 Revealed (Adobe CS6) Adobe Photoshop CS6: Complete (Adobe CS6 by Course Technology) Adobe Flash Professional CS6 Classroom in a Book Elemental Magic, Volume II: The Technique of Special Effects Animation (Animation Masters Title)

[Dmca](#)