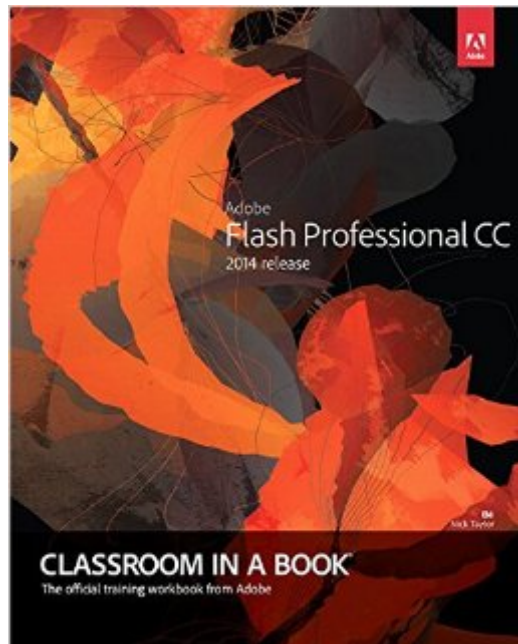# Adobe Flash Professional CC Classroom In A Book (2014 Release)

Synopsis

The fastest, easiest, most comprehensive way to learn Flash Professional CC (2014 release) Classroom in a BookÂ®, the best-selling series of hands-on software training workbooks, offers what no other book or training program doesâ "an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Adobe Flash Professional CC Classroom in a Book contains 10 lessons that cover the basics, providing countless tips and techniques to help you become more productive with the program. You can follow the book from start to finish or choose only those lessons that interest you. In addition to learning the key elements of the Flash Professional interface, this completely revised CC (2014 release) edition covers new features, including the Variable Width stroke tool, the new Motion Editor panel, and improved export to Web Standards formats like HTML5 and SVG. Purchasing this book gives you access to the downloadable lesson files you need to work through the projects in the book, and to electronic book updates covering new features that Adobe releases for Creative Cloud customers. For access, goto www.peachpit.com/redeem and redeem the unique code provided inside this book. â œThe 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.â • Barbara Binder,Adobe Certified InstructorRocky Mountain Training

Book Information

Series: Classroom in a Book

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Average Customer Review: 4.4 out of 5 starsÂ Â See all reviewsÂ (19 customer reviews)

Best Sellers Rank: #97,135 in Books (See Top 100 in Books)   #2 inÂ Books > Computers & Technology > Digital Audio, Video & Photography > Adobe > Adobe Flash   #8 inÂ Books > Computers & Technology > Graphics & Design > Electronic Documents   #29 inÂ Books > Computers & Technology > Digital Audio, Video & Photography > Video Production

Customer Reviews

Flash Professional has gone through a significant rebuilding. There was some speculation that it would not survive the collapse of the need for SWF files, a one time plug-in mainstay for all computers. Without a doubt, Adobe Flash Professional is not in the demand that it once was. Many people claimed that the app would not be able to continue.So, this brings up an excellent question, â œIf the demand for Flash Professional has diminished, why do I want to invest so much of my time in learning it?â • Thatâ ™s a good question. You need to understand who is using Flash Professional (Fl) and what they are doing with it, before you bother studying this book. That helps to gauge your expectations as to what you want to get out of this Classroom in a Book (CIB).First, the core of Flash Professional has always been about providing the user with a rich interactive experience. The need for that has not changed. That interactivity and animation is why Flash Professional retains a strong following from those who create games.The two big new frontiers for Fl has become exporting for AIR and HTML Canvas. That opens the door for app creation, especially for mobile devices. Plus HTML Canvas has a big following for interactive websites. Unlike the days of SWF files, neither AIR nor HTML Canvas require a Flash Player plug-in. The end result is code generation. So, just like working in Dreamweaverâ ™s Design View or Live View, the interactivity creator doesnâ ™t need to get under the hood and work with the code unless the Flash artist wants to.The Classroom in a Book StoryWeâ ™re not new to CIB. This is the 113th Adobe Classroom in a Book which we have studied from cover to cover, going back to the first CIB, for Photoshop, in 1997.

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