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# *The Essential Guide To Flash Games*

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Blurb**

**If you're  
familiar with  
the basics of  
Flash, then The  
Essential Guide  
to Flash CS4**

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will take you  
Games  
further in all  
aspects of the  
application,  
animation,  
sound, 3D,  
inverse  
kinematics, the  
drawing tools,  
ActionScript,  
and much more.  
This book takes  
all the good  
bits of Flash

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CS4 and  
Games

demonstrates  
them in  
methodical and  
intuitive  
exercises full  
of hints and  
tips for  
streamlining the  
creative  
process. Jump  
straight into  
Flash CS4 and  
start working on

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real life

examples that

you can

customize to

suit your needs.

Demystifies

Flash

CS4—explaining

new features

deep diving

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favorites

Streamlines the

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Flash CS4

animations and  
applications  
Provides a  
unique  
commercial  
perspective in  
compelling Flash  
productions This  
book is for  
intermediate  
Flash CS4 users  
as well as the

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more advanced  
user who wants  
to learn about  
using Flash  
CS4's awesome  
new  
capabilities,  
such as motion  
tweening and  
kinematics  
poses. Each  
chapter has a  
number of  
exercises that

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Games  
contribute to an  
overall project.

The exercises  
are fun and  
compelling and  
allow you to  
place your own  
creative stamp  
on them, while  
still following  
the steps to  
completion. The  
final chapter  
focuses on

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bringing the  
exercise output  
together in an  
overall campaign  
consisting of a  
website  
featuring  
advanced flash  
components and  
advertising  
banners. An  
underlying theme  
of the book is  
marketing a



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frames per  
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techniques, and  
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provides an  
introduction to  
digital storage  
for consumer  
electronics. It  
discusses the  
various types of  
digital storage,  
including  
emerging non-  
volatile solid-  
state storage  
technologies and  
their advantages

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It discusses the best practices for selecting, integrating, and using storage devices for various applications. It explores the networking of devices into an overall

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that results in  
always-available  
home storage  
combined with  
digital storage  
in the cloud to  
create an  
infrastructure  
to support  
emerging  
consumer  
applications and  
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Things. It also looks at the role of digital storage devices in creating security and privacy in consumer products.

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the rest of the  
CS4 suite  
(Flash,  
Fireworks,  
Photoshop,  
etc.), and also  
includes whole  
host of exciting  
features of its  
own. The  
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to Dreamweaver  
CS4 with CSS,  
Ajax, and PHP



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concentrates on  
getting the most  
out of

Dreamweaver CS4,  
rather than  
going into every  
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on developing  
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CSS, JavaScript  
libraries (with  
particular  
emphasis on  
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implementation  
of Ajax), and  
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covers all  
aspects of the  
new user  
interface,  
including  
workspace

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and built,  
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development, and  
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applications.

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and Practice of  
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a first of its kind



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experience  
applying the  
concepts in real  
world situations.  
Airbrushing is a  
versatile and  
exciting art. The  
technique has been  
used for some 150  
years, and is now  
finding ever more  
applications. This  
beautiful book  
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use an airbrush. It looks at the fundamentals of how to get started, advises on maintenance of the tool and then gives step-by-step examples of a range of projects. With troubleshooting tips throughout, it enables you to get

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the most from your  
airbrush and  
create beautiful  
pieces with a  
professional finish.  
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landscapes;  
Portraits; Painting  
scale models; Cake  
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Custom painting vehicles. 'To those who airbrush the joys are well known, as well of course, as the trials and tribulations of managing the instrument itself. The airbrush student has to learn significant new skills - to

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master not only colour and shade, but also air pressure, paint consistency and the diverse ways of masking and shading that can help to achieve such wonderful results.' Professor Andy Penaluna. This step-by-step guide to

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techniques and maintenance explains how to run and maintain an airbrush and gives step-by-step examples of a range of projects. Every art or decorating form can use airbrushing including fine art, fabric printing,



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much, much more.

Superbly  
illustrated with  
399 colour  
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Crellin runs not  
only his own  
airbrushing  
company  
specializing in  
custom painting,  
portraits and  
cartoons but also

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making your  
development  
easier and  
more  
productive,  
and with the  
knowledge of  
how to install  
and set up  
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best tools**



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**the Flash CS4  
integrated  
development  
environment,  
which means  
you can start  
writing  
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only covers**

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**the essentials  
of using Flash  
with AIR (and  
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also shows  
you how to  
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application  
functionality  
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browsers, AIR  
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and old-hands  
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principles and  
an  
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of creating  
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Processing  
and  
harnessing the  
extra creative  
power and  
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with the  
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concepts and  
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projects and  
numerous  
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Java mode,  
providing an e  
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bridge to  
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HTML5 opens  
up a plethora  
of new  
avenues for  
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development  
on the web.  
Games can  
now be  
created and**

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**interacted  
with directly  
within HTML,  
with no need  
for users to  
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extra plugins,  
or for  
developers to  
learn new  
languages.  
Important new**

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**HTML code,  
the  
WebSockets  
API facilitates  
real-time com  
munication,  
and the local  
storage API  
enables data  
such as high  
scores or  
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book begins at  
an  
introductory  
level, teaching  
the essentials  
of HTML5 and  
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through game  
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**build a solid  
skillset of the  
key HTML5  
concepts and  
features. By  
working  
through these  
hands on  
examples, you  
will gain a  
deep, practical  
knowledge of**

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**HTML5 that will enable you to build your own, more advanced games and applications. Concepts are introduced and motivated with easy-to-grasp,**

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**appealing  
examples  
Code is  
explained in  
detail after  
general  
explanations  
Reader is  
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focusing on a  
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working in the  
world of web  
technologies or  
multimedia,  
Flash is the  
must-have  
application, and  
knowing how to  
use it  
effectively is***

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***vital. Add in  
ActionScript  
3.0, and Flash  
becomes an  
even more  
powerful tool  
for the  
development of  
high-  
performance  
web  
applications.  
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explores the  
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approach, work  
through the  
features of  
Flash and  
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needed to  
quickly achieve  
results. From  
navigating the  
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deploying  
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with rich audio,  
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Written for the  
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book uses  
complete  
examples that  
highlight best  
practices that  
you can apply to  
your daily work  
as a developer  
or designer in  
today's rich  
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tutorial and  
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Flexbuilder 2  
that teaches  
readers  
everything they  
need to know  
about these new  
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***although this  
isn't essential.  
This book is one  
of the first to  
offer thorough  
coverage of  
these new  
technologies.  
The author,  
Charles E.  
Brown, is an  
acknowledged  
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reminding us  
that looking up  
at the stars or  
taking a walk in  
the woods is as  
joyful as it is  
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age.*

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manner. Note:  
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your  
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world's premier  
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becomes more  
versatile,  
letting  
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*and be able to  
use the  
Extensibility  
features, not  
just copy and  
paste the code  
in the book,  
but have a  
conceptual  
understanding  
of how it works  
and be able to  
create their*

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*own extensions.  
The second part  
of the book  
will be a  
complete  
reference  
guide, that one  
will want to  
keep around to  
look up  
commands,  
syntax,  
parameters,*

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*etc. \* At this time, it's the only book covering the subject, and this book actually covers extensibility in both Flash MX 2004 and Flash MX Professional 2004. \* The*

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content and  
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will be  
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to go to for  
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that the  
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concepts in  
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using Away3D  
Dives right in  
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scene, and  
builds on that  
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