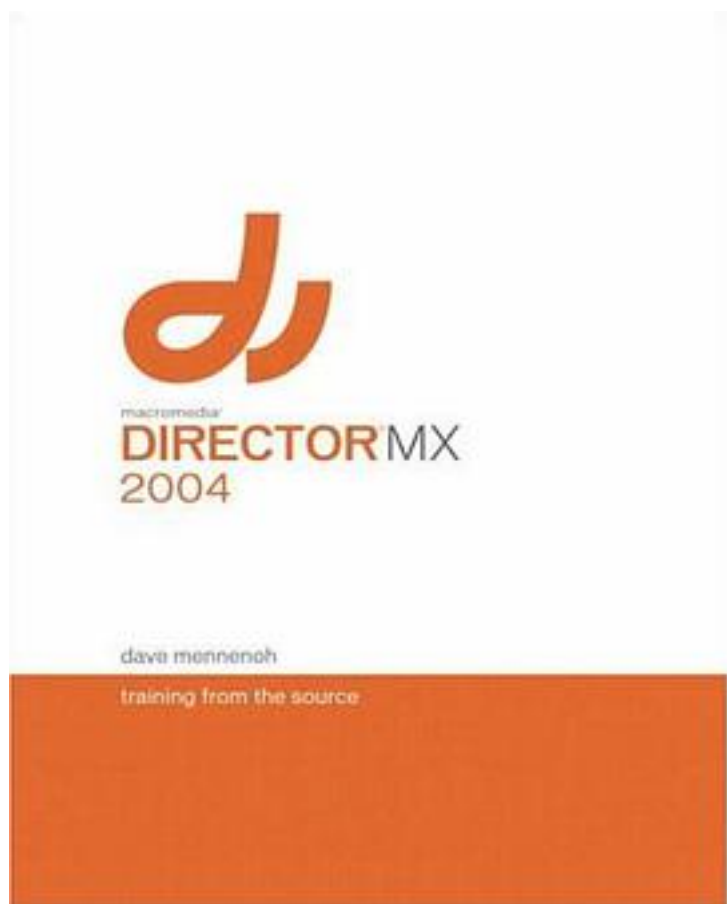


Macromedia Director MX 2004



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For all introductory-to-intermediate level courses in Director MX 2004. Macromedia Director MX 2004: Training From the Source is an accessible, hands-on introduction that teaches every key element of Director MX 2004 development through four start-to-finish projects. It is the only package based on Macromedia's official Director

MX 2004 live training curriculum. Students will learn to navigate and customize the Director MX 2004 interface; incorporate interactivity and video; use Flash as an interface tool; create "Movies in a Window" (MIAWs); utilize external storage and databases; create graphs with Imaging Lingo; publish programs to CD; package content for external distribution; and more. Two of the book's projects focus on creating Director- and Shockwave-based games from start to finish, covering everything from keyboard control and collision detection to building a complete game engine. Along the way, students will master Director MX 2004's key enhancements, including JavaScript support, DVD-Video support, cross-platform publishing, and Flash MX 2004 integration. Each chapter makes extensive use of proven pedagogical techniques, including: an overview of content and learning objectives; extensive tips and notes; lists of relevant menu commands and keyboard shortcuts, and many screen shots. The accompanying CD-ROM contains all source files, along with completed versions of each project, enabling students to compare their work against that of the professionals.

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