

Advanced Flash Cs4



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This book targets those developers who want to take an advanced look at the capabilities of the new Flash CS4. If you've heard of the great new features that CS4 brings, such as the Motion Builder, Pixel Bender, and 3D effects, then this book will tell you in depth how they work, and how you can get the best out of them in your own applications--of course, it will also give you details of all the smaller, but no less

important changes to Flash that you may not have heard of. It covers all of the new improvements in CS4, and also seeks to consolidate your knowledge of the enhancements that were put into the previous version of the Flash platform, but have not yet been picked up and used to their full potential by many Flash users. Covers all the new features of Flash CS4 Goes in-depth into how to use the features, rather than just saying what they do Teaches you advanced tips and tricks for existing and new features What you'll learn Get up to speed with all of the new features of Flash CS4 Use the new timeline facilities and Motion Builder to control your animations Create image effects with the Pixel Bender Toolkit Consolidate your knowledge of existing and enhanced features, such as the BitmapData class Leverage CS4s new features to create AIR applications from Flash Learn how to create 3D effects with CS4s new tools Who is this book for? Intermediate to advanced Flash users. You should be fully conversant with ActionScript and comfortable with the tools available in Flash

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