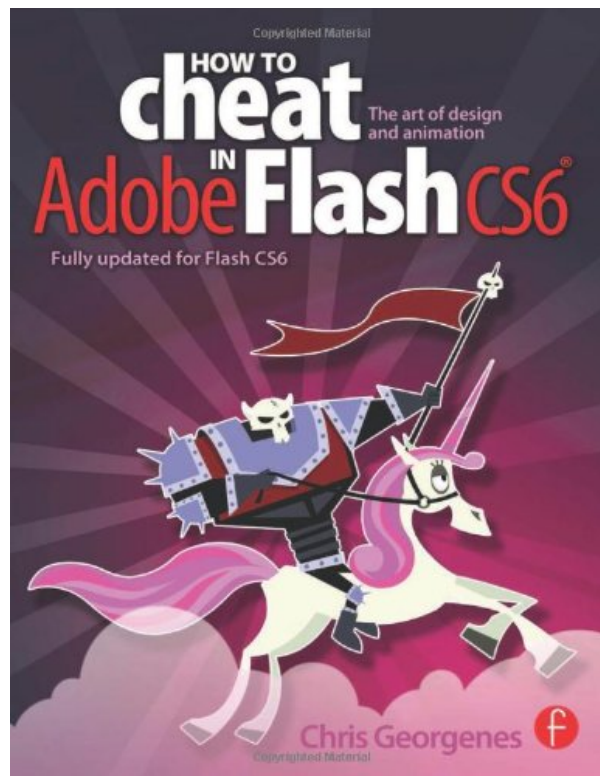
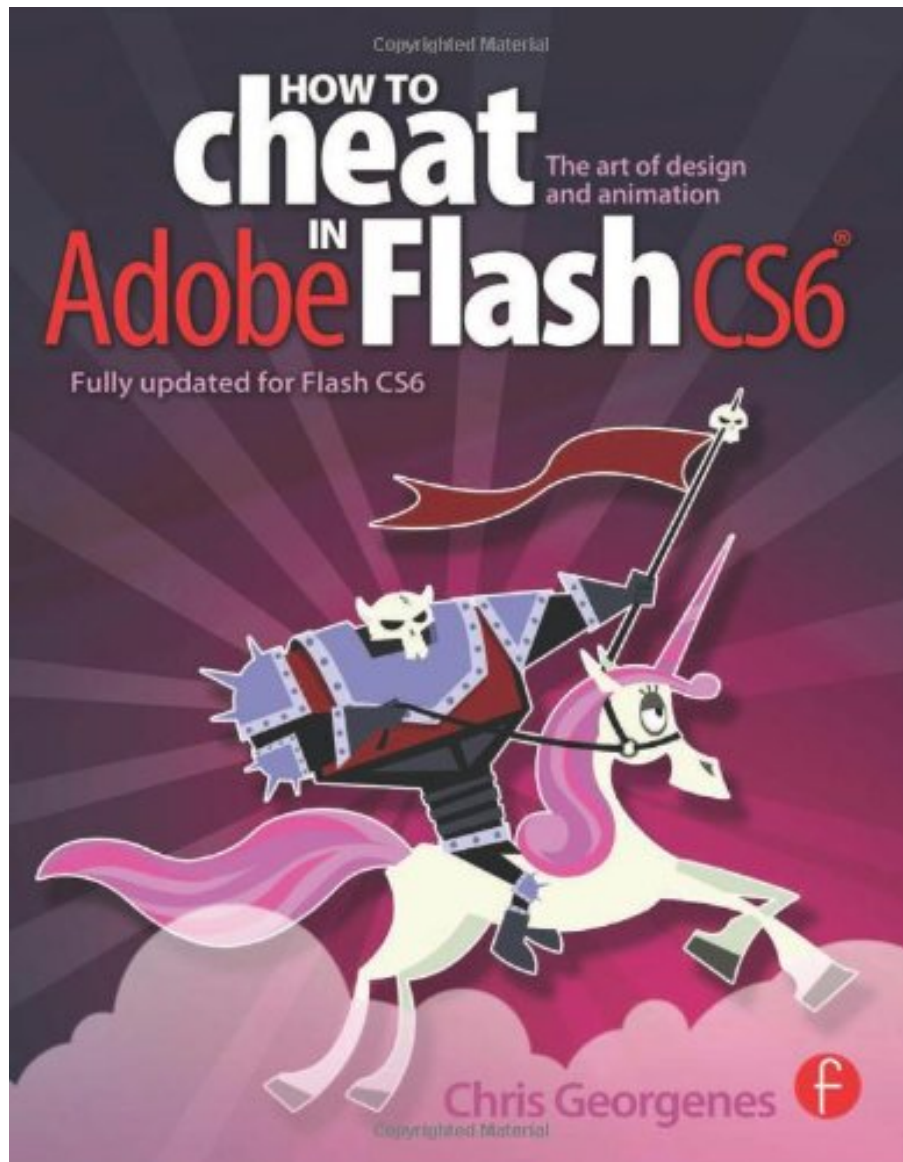


HOW TO CHEAT IN ADOBE FLASH CS6: THE ART OF DESIGN AND ANIMATION BY CHRIS GEORGENES



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About the Author

Chris Georgenes spent a very long time as a freelance designer & animator specializing in Adobe Flash. Before that he worked for a small software company producing animated television shows for networks such as ABC and Cartoon Network. A few years ago Chris started designing games for Acclaim, Playdom and for a very brief stint, Disney Interactive. Today Chris is enjoying a creative director position for the highly successful mobile app GSN Casino, the Game Show Network's latest digital offering. Chris still writes books, makes select public appearances, drinks coffee and continues a 35+ year career behind a set of drums.

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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!

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Most helpful customer reviews

7 of 7 people found the following review helpful.

Great Book, but not for complete Beginners.

By Gabriel

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

4 of 4 people found the following review helpful.

Excellent resource

By Raggedhand

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.

4 of 5 people found the following review helpful.

Table of contents is messed up - CD and companion website??

By Kodan

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 Amazon 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.

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