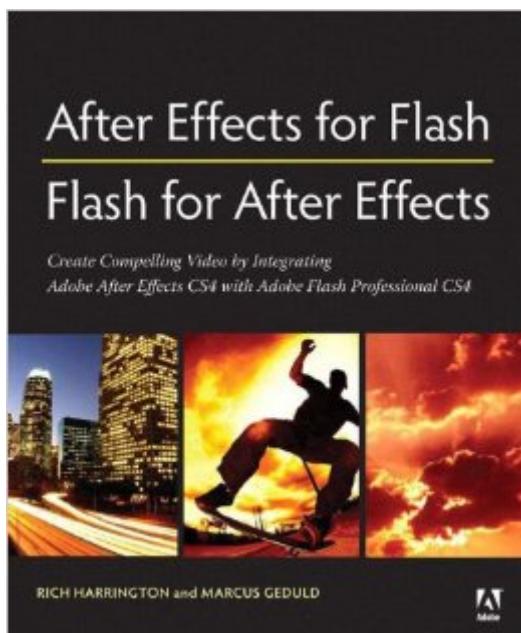


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# After Effects For Flash / Flash For After Effects: Dynamic Animation And Video With Adobe After Effects CS4 And Adobe Flash CS4 Professional



## Synopsis

Adobe® Creative Suite® 4 brings together two powerful animation tools, each of which has its own specialized features and workflow. Learning to integrate Adobe After Effects and Adobe Flash Professional gives you more options for your animations and effects and the power to integrate video and motion graphics into a richer user experience. In this book, authors Richard Harrington and Marcus Geduld lead both types of users, those who are more familiar with either Flash or with After Effects, on using the programs together for maximum efficiency and creativity. After walking you through the core features of both programs, the authors then explore advanced uses for each application. Each chapter focuses on a particular function of the program, teaching you how to create content for Flash with After Effects, enhance your projects using 3D environments, create professional-looking video with Adobe Media Encoder, and add interactivity, accessibility, and searchability to your video. You'll also get hands-on experience using the project files on the accompanying DVD. Within these easy-to-follow, step-by-step lessons, you'll learn to:

- Seamlessly exchange projects and assets between After Effects and Flash Shoot green screen material correctly, work with Keylight, and utilize embedded alpha channels
- Create dynamic text, vector-based animations, and animated video using the tools in Adobe Creative Suite 4
- Work with 3D cameras and lights and create 3D environments
- Convert Flash to broadcast and DVD standards with After Effects
- Use Adobe Media Encoder for professional results
- Create interactive controls and use cue points in your video
- Optimize video for accessibility and use Adobe® Soundbooth® for video transcription
- Use ActionScript in your projects for more innovative animations

Richard Harrington is a certified instructor for Adobe, Apple, and Avid, and an expert in motion graphic design and digital video. He is a regular contributor to Creative Cow, ProVideo Coalition, and numerous industry blogs and magazines. He also owns the visual communications company, RHED Pixel ([www.rhedpixel.com](http://www.rhedpixel.com)) in Washington, DC. Rich is a member of the National Association of Photoshop Professionals Instructor Dream Team, chairs conferences for the National Association of Broadcasters, and has written numerous titles including *Understanding Adobe Photoshop CS4*, *Photoshop for Video*, and *Broadcast Graphics on the Spot*. Marcus Geduld is a freelance programmer who teaches programming, design, animation, compositing, and video editing in New York City. He is the author of *Premiere Pro Editing Workshop* and *After Effects Expressions* and is the co-author of *After Effects On the Spot*. Marcus speaks on technical and artistic topics at numerous conferences and is an Adobe Certified Expert, a Macromedia Certified Developer, and an Avid Certified Instructor. He is artistic director of Folding Chair Classical Theatre, a New-York based company which he runs with his wife, actress Lisa Blankenship.

## Book Information

Perfect Paperback: 360 pages

Publisher: Adobe Press; 1 edition (April 23, 2009)

Language: English

ISBN-10: 0321606078

ISBN-13: 978-0321606075

Product Dimensions: 7.5 x 0.6 x 9.1 inches

Shipping Weight: 1.5 pounds

Average Customer Review: 4.7 out of 5 stars See all reviews (6 customer reviews)

Best Sellers Rank: #1,863,650 in Books (See Top 100 in Books) #55 in Books > Computers & Technology > Digital Audio, Video & Photography > Adobe > Adobe After Effects #94 in Books > Computers & Technology > Digital Audio, Video & Photography > Adobe > Adobe Flash #779 in Books > Computers & Technology > Software > Design & Graphics

## Customer Reviews

So many teaching books boil down to: Here's what you'll create, how's how to create it. In between the steps you may get a few insights into why the author chose a particular approach over another but generally you're left with more questions than answers. Luckily there are a few books out there that address the "why" and the "what is...?" as much as they do the "here's how" and Mr. Harrington and Mr. Geduld's book is one of them. This book will serve a beginner but it's best in the hands of an advanced amateur, someone who can "wing it" and create animated titles or flip-books in AfterFX, who can draw and animate vector shapes in Flash, who can even author a DVD without burning coasters. But to go from "winging it" to "skillful" you'll have to be proficient with ~~all~~ the tools that are available. You need to know the strengths and weaknesses of each program and establish an efficient work flow. You should know what to expect from the various file types you'll encounter, when and how best to transcode your video assets and which program is better suited for a particular aspect of your project. To accomplish this takes time and practice. With experience you'll know how files behave inside these programs and what advantages each one offers. This is especially important for video files. Codecs and containers all have their idiosyncrasies; some are easier to work with in Flash, some in AfterFX. Knowing how to incorporate Adobe Media Encoder (or Handbrake, QT, Squeeze etc.) is an important part of the work flow. This book is a great shortcut to understanding all of that because it explains and illustrates the process so well.

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