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FLASH 8 PROJECT FOR LEARNING ANIMATION AND INTERACTIVITY



Shroff Publishers/O'Reilly, 2006. Softcover. Book Condition: New. 20 x 24 cm. Macromedia Flash is fast becoming the Web's most widely used platform for creating rich media with animation and motion graphics, but mastering Flash isn't easy. Most entry-level books teach through simple examples that concentrate on either animation or scripting, but rarely both together. To get the most from Flash 8, you not only need to be proficient in programming/interface design, you need the creativity for story telling and the...

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- Authored by Rich Shupe,Robert Hoekman
- Released at 2006



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