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Adobe Flash Professional Cs5 Training Guide Satish Jain,2011 This book is a step by step manual for learning a very versatile and useful animation package namely Flash professional CS5

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Exploring Autodesk Navisworks 2020, 7th Edition Prof. Sham Tickoo,2020-02-27 Exploring Autodesk Navisworks 2020 is a comprehensive book that has been written to cater to the needs of the students and professionals The chapters in this book are structured in a pedagogical sequence which makes the learning process very simple and effective for both the novice as well as the advanced users of Autodesk Navisworks In this book the author emphasizes on creating 4D simulation performing clash detection performing quantity takeoff rendering creating animation and reviewing models through tutorials and exercises In addition the chapters have

been punctuated with tips and notes wherever necessary to make the concepts clear thereby enabling you to create your own innovative projects

Salient Features Comprehensive book consisting of 404 pages of heavily illustrated text Detailed explanation of the commands and tools of Autodesk Navisworks Tips and Notes throughout the book for providing additional information Self Evaluation Tests Review Questions and Exercises at the end of the chapters Table of Contents

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Adobe Flash Platform from Start to Finish Aaron Pedersen, James Polanco, Doug Winnie, 2010-06-10 Create and execute cutting edge projects using the Adobe Flash Platform This book explores a Flash Platform project's life cycle diving deep into each phase planning design development build and release and continued maintenance This comprehensive guide is for your entire team to refer to during the development process including business executives project managers creative directors designers developers and quality assurance and build engineers explaining how each role contributes to the overall process The book also highlights the Adobe applications Flash Catalyst CS5 Flash Builder 4 Flash Professional CS5 and other Adobe Creative Suite 5 programs so you can leverage the latest technology to accomplish the task at hand Whether you're a one person shop or a large multi department team this guide details the process and scales to the key requirements of your project

About the Authors Aaron Pedersen is cofounder of DevelopmentArc and has more than a decade of Web application experience for small startups and Fortune 500 companies He focuses on user interface technologies including Adobe Flash Platform Adobe Flex AIR and JavaScript He has been a lead planner and architect on many groundbreaking projects for Lexus.com Scion.com Adobe Marketplace Yahoo Mail Flickr application and WorkflowLab for Adobe James Polanco is a Web application architect and cofounder of DevelopmentArc focusing on ActionScript development design patterns and component implementations He has worked with such clients as Scion.com Lexus.com Toyota.com Libsyn Podcast Analytics Dashboard Fake Science Music Store Industrial Light Magic and Adobe Systems He is an avid blogger speaker and researcher with a particular interest in technology implementations best practices and analysis of Web enabled tools and technologies Doug Winnie is the principal product manager for Adobe Flash Catalyst Flash Platform Workflow and WorkflowLab He is responsible for the integration of Adobe Flash Professional Flash Catalyst and Flash Builder driving the growth of collaborative workflows between designers and developers using the Adobe Flash Platform Doug is also an instructor at San Francisco State University and hosts the Adobe TV shows ActionScript 1.1 with Doug Winnie and Flash Catalyst 1.1 with Doug Winnie

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