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Flash + After Effects



Synopsis

Flash Designers - expand your multimedia horizons. Push Flash to the next level in design with After Effects' robust toolset to add supercharged visual effects and development efficiencies to your Flash projects.

Book Information

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Customer Reviews

I recently enjoyed working through the exercises in Chris Jackson's book Flash + AfterEffects and I learned a lot about After Effects. I'm a beginner in After Effects and somewhere between a beginner and intermediate in Flash so I learned more about After Effects than Flash. Someone with less experience in Flash than me would probably learn more about it than I did. However, the book does assume "a working knowledge of the Flash workspace and an understanding of animation concepts and basic ActionScript." To give a better idea of my After Effects background: I had previously worked through most of the Adobe After Effects CS4 Classroom in a Book exercises and had viewed and practiced numerous AE tutorials on lynda.com and had very limited experience using AE on real projects. I think it would be helpful to have some basic After Effects experience before coming to this book. The book's back cover indicates a target user level of "intermediate to advanced Flash designers." The book occupies an interesting niche in that it educates the reader on a workflow involving both products. Most books focus on only a single product and you're left to figure out your own workflow for real projects. This book shows how Adobe's two Creative Suite applications can be used very effectively together. The book will be useful for designers that are

targeting either the internet or broadcast/DVD video. One might question why it would be necessary or useful to use After Effects together with Flash when Flash has the ability to do so many of effects on its own. Author Chris Jackson points out "... After Effects takes their project[s] to the next level in 2D animation. It provides Flash animators with an assortment of visual effects that are rather difficult or next to impossible to achieve in Flash." I agree.

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