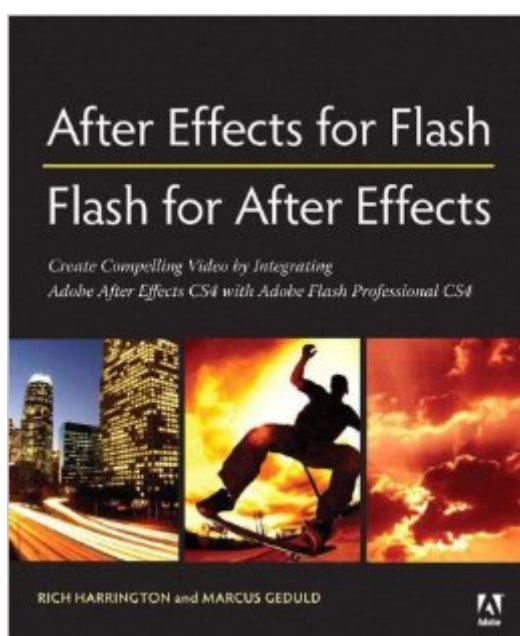# After Effects For Flash / Flash For After Effects: Dynamic Animation And Video With Adobe After Effects CS4 And Adobe Flash CS4 Professional

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. Youâ ™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 â œanimatedâ • 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 Â 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) 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. Â

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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.

After Effects for Flash / Flash for After Effects: Dynamic Animation and Video with Adobe After Effects CS4 and Adobe Flash CS4 Professional The Design Collection Revealed: Adobe Indesign CS4, Adobe Photoshop CS4, and Adobe Illustrator CS4 Adobe After Effects CS4 Visual Effects and Compositing Studio Techniques Elemental Magic, Volume II: The Technique of Special Effects Animation (Animation Masters Title) Flash CS4 Professional Digital Classroom, (Book and Video Training) The Video Collection Revealed: Adobe Premiere Pro, After Effects, Audition and Encore CS6 (Adobe CS6) How to Cheat in Adobe Flash CS6: The Art of Design and Animation New Perspectives on Adobe Flash Professional CS6, Introductory (Adobe CS6 by Course Technology) Adobe Flash Professional CS6 Illustrated with Online Creative Cloud Updates (Adobe CS6 by Course Technology) Adobe After Effects CS5 Digital Classroom, (Book and Video Training) Adobe After Effects CS6: Learn by Video Flash + After Effects: Add Broadcast Features to Your Flash Designs Adobe After Effects CS3 Professional Studio Techniques Go Pro Camera: Video editing for Beginners: How to Edit Video in Final Cut Pro and Adobe Premiere Pro Step by Step PowerPoint Video Magic: A Skill Booster Guide on Using Microsoft PowerPoint for Professional Video Production Dynamic Programming and Optimal Control, Vol. II, 4th Edition: Approximate Dynamic Programming InDesign CS4 Digital Classroom, (Book and Video Training) The Art of 3D Computer Animation and Effects Hollywood 2D Digital Animation: The New Flash Production Revolution Flash Professional CS5 Digital Classroom, (Book and Video Training)

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