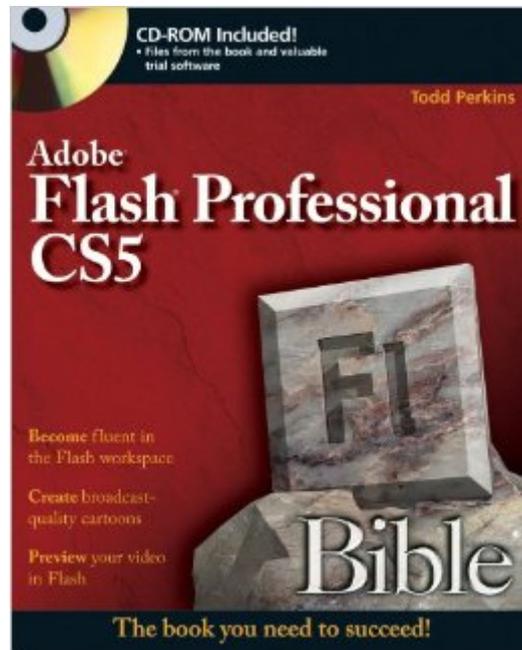# The book was found

Flash Professional CS5 Bible

Synopsis

Master the latest version of Flash with this revised edition of a perennial bestseller Flash enables you to create animations and can also be used to build an interactive, multimedia Web site. Completely enhanced and revised, this must-have reference covers everything you need to know to learn and master the latest version of Flash. Top Flash trainer and author Todd Perkins provides you with unparalleled comprehensive coverage of tips, tricks, and techniques that you wonâ ™t find in any other resource. The reader-friendly format will appeal to both the novice as well as the accomplished professional and everyone in between. Serves as a comprehensive reference on all the latest updates and enhancements to the newest version of Flash Professional Appeals to both novice and experienced Flash developers and functions as their guide to the capabilities and possibilities of the new Flash Written by an experienced Adobe Flash instructor who is adept at making difficult topics easy to understand Includes a CD-ROM that features trial software, add-ons, plug-ins, shareware, templates, and examples Flash CS5 Professional Bible is an ideal resource to go from learning to mastering the latest version of Flash in a flash!

Book Information

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Customer Reviews

It is true this is not a book for people who want to learn to program. Programming is a seperate and significant skill that many people learn in a semester or two at college (which is where I teach it). It is possible to "pick up ActionScript" but it isn't easy. What this book does do, is provide a comprehensive guide to the many elements of ActionScript. The explanations are readable. Anyone

willing to work through the examples can develop a clear and often deep understanding of the material. But that is just the catch. No one learns to program by reading a single book and without writing a lot of code -- even if it is copied. At least I know of no one who has and I know a lot of programmers.Learning to program ActionScript is like learning to speak French. You have to do it... a lot. And the more you do it, the better you get. Malcolm Gladwell suggests in his book Outliers, that to be a really good programmer takes about 10,000 hours of practice. He is probably right.If you do want to learn to program with ActionScript, you'll need more than one book. First you'll need a book by a competent artist or designer to guide you through all the non ActionScript elements of Flash. There are lots of those elements and they are much too powerful and sophisticated to expect a someone who doesn't use them daily to explain them well. Second, you'll need a book like ActionScript 3.0 Game Programming University which, while weak in terms of explaining basic programming concepts and missing a useful index, has a fabulous collection of projects that are wonderfully explained and an author who is committed to supporting his readers.

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