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O Flash é o l i der entre os softwares de desenvolvimento de anima ç õ es e conte ú do multím í dia interativo para a Web. Muito mais do que um programa " que faz desenhos animados ", ele é hoje, em sua vers ã o CS3, uma poderosa caixa de ferramentas que permite a cria ç ã o dos mais variados formatos de conte ú do multím í dia voltados para a Internet, incluindo v í deos e softwares educacionais e de treinamento profissional. Por meio deste livro, com conte ú do 100% pr á tico, o leitor aprender á a: - Criar anima ç õ es rapidamente. - Modificar facilmente caminhos de movimento de uma anima ç ã o j á existente. - Criar e manipular ActionScripts. - Desenhar e atribuir fun ç õ es a bot õ es, menus e outros objetos. - Criar v í deos no formato Flash para visualiza ç ã o na Web e em aparelhos DVDs. E muito mais.

Nesse livro, o aluno ser á apresentado à s linguagens de marca ç ã o XHTML e de estilos CSS, que comp õ em a base para a constru ç ã o de p á ginas web. Com esse manual, o leitor desenvolver á suas pr ó prias p á ginas, partindo da estrutura ç ã o do conte ú do seguido da elabora ç ã o do layout. Do b á sico ao avan ç ado, as duas linguagens s ã o tratadas de forma simples, por meio de exerc í cios que conferem praticidade aos conhecimentos te ó ricos. Nova S é rie Inform á tica.

Este livro re ú ne artigos produzidos por docentes e discentes que investigam os cen á rios pedag ó gicos vinculados à Educa ç ã o a Dist á ncia e à s m í dias digitais aplic á veis na educa ç ã o. A tem á tica focaliza a inser ç ã o das tecnologias e inova ç õ es no contexto do ensino superior a partir da tessitura colaborativa entre os participantes: docentes que usam e inovam em sua pr á xis pedag ó gica, professores que v ã o al é m do estudo e discuss ã o, pois p õ em em pr á tica suas ideias, experimentam e, assim, alimentam o ciclo da inova ç ã o do trip é universit á rio: "ensino, pesquisa e extens ã o".

Your mission is an AFQT 99th percentile score – emerge victorious! If you're hoping to enter the military, the ASVAB may be the most important test you'll ever take. Your scores from the AFQT portion of the test determine your placement, and the minimum standards are rising along with increases in enlistment. You need great scores to be an attractive candidate. The AFQT is scored on a percentile basis, so you're competing for rank against a million other potential recruits. If you want to shine, you need to start preparing now. ASVAB AFQT For Dummies, 2nd Edition is the ultimate guide to acing the English and Math sections of the ASVAB. The AFQT score focuses on Word Knowledge, Reading Comprehension, Mathematics Knowledge and Arithmetic Reasoning subtest, so you need to buckle down and get up to par. ASVAB AFQT For Dummies has long been the go-to AFQT prep resource, and the Premier version offers you an enhanced prep experience. In addition to the wealth of information in the book, you'll also get access to a host of online content that more closely mimics the actual ASVAB and CAT-ASVAB testing environment. Create your own practice tests to eliminate your weaknesses Expand your vocabulary with interactive flashcards See complete answers and explanations to each question Learn strategies specifically geared toward taking the AFQT Your future in the military starts now. The minute you sit down to take the ASVAB, you're telling recruiters what you're worth. Start preparing now to perform to your full potential. ASVAB AFQT For Dummies, 2nd Edition is your single most valuable resource for AFQT prep. Only you can decide if you're up to the challenge.

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You can build everything from simple animations to full-fledged iPhone, iPad, and Android apps with Flash CS6, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With Flash CS6: The Missing Manual, you ' ll move from the basics to power-user tools with ease. The important stuff you need to know: Learn animation basics. Turn simple ideas into stunning animations—in the very first chapter. Master Flash ' s tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps that work anywhere. Create apps just for iOS or Android devices—or one app that works on mobile devices and desktops. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples.

The most comprehensive way to master Adobe Illustrator CS3.

Designed to help experienced programmers develop real-world, job-role-specific skills—this Training Guide focuses on creating applications with HTML5, JavaScript, and CSS3. Build hands-on expertise through a series of lessons, exercises, and suggested practices—and help maximize your performance on the job. Provides in-depth, hands-on training you take at your own pace Focuses on job-role-specific expertise for using HTML5, JavaScript, and CSS3 to begin building modern web and Windows 8 apps Features pragmatic lessons, exercises, and practices Creates a foundation of skills which, along with on-the-job experience, can be measured by Microsoft Certification exams such as 70-480 Coverage includes: creating HTML5 documents; implementing styles with CSS3; JavaScript in depth; using Microsoft developer tools; AJAX; multimedia support; drawing with Canvas and SVG; drag and drop functionality; location-aware apps; web storage; offline apps; writing your first simple Windows 8 apps; and other key topics

Frustrated by the overwhelming nature of Flash? Want to get up to speed with the program fast so you can concentrate on your animation? Need to solve problems quickly to get work done to time and to budget? Then 'How to Cheat in Flash' is for you! This book is different from the rest because it shows you, step by step, how to work from the problem to the solution when creating Flash animations, from the viewpoint of an animator who has been commissioned to create a job and is working to a deadline. It is task orientated: every example shows real life commercial work. So, it's not so much a case of 'what does this filter/tool/option do?', as 'this is the task I've been set - how do I achieve it?' The solution may involve a variety of tools and techniques; it may take many steps to complete, or only a few. The free CD-Rom includes all the files you need to put your skills into practice as you read, and much more! It's an accessible (conversational in style), practical book and CD package which also provides artistic inspiration, a goldmine of timesaving practical tips, tricks and step-by-step worktroughs. You will wonder how you survived without it.

Move beyond the limitations of programming standards and license agreements and get back to animating with a new edition of the bestselling How to Cheat in Adobe Flash, the real world guide to developing dynamic and fun Flash content. Whether you are creating an animated short, catchy and fun cartoon or mobile game, save time and money with expert cheats by renowned Flash Expert, Chris Georgenes with all new content for the Flash CSX revision. With practical applications and step by step tutorials solve problems quickly to develop creative projects to time and to budget. Want to hone your Flash skills so you can remain competitive in a diverse market while concentrating on your animation? Then How to Cheat in Flash is for you! Chris Georgenes shows how to work from the problem to the solution - from the viewpoint of an animator, who has been commissioned to create a job and is working to a deadline and to a budget. Each technique is designed as a double-page spread so you can prop the book up behind your keyboard or next to your monitor as a visual reference while working alongside it. Many of these walkthroughs are real-world client projects, with the source files supplied for you to open and explore. With these real-life professional projects you'll discover how to: bring objects to life with cool motion effects, make it rain, snow or set your world ablaze, develop flash mobile applications and many more tips and tricks not found anywhere else! With his in-depth knowledge of the little-known secrets used by the pros to produce creative, professional animations, Chris is the go-to guru for designers and animators who want to create great animation, applications or motion design with Flash. Fully updated for CSX, How to Cheat in Flash CSX, is a goldmine of artistic inspiration, timesaving practical tips, tricks and step-by-step walkthroughs that you'll wonder how you survived without it. New! CSX cheats and examples with practical solutions for the busy animator with a focus on Action Script, Flash for mobile applications, specifically for Android development, as well as a focus on an improved physics engine. Put the Adobe Flash CSX cheats to the test with the fully updated companion website with downloadable Flash source files, examples and video tutorials, and a creative commons game, developed with Adobe, to demonstrate the new functionality of CSX!

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