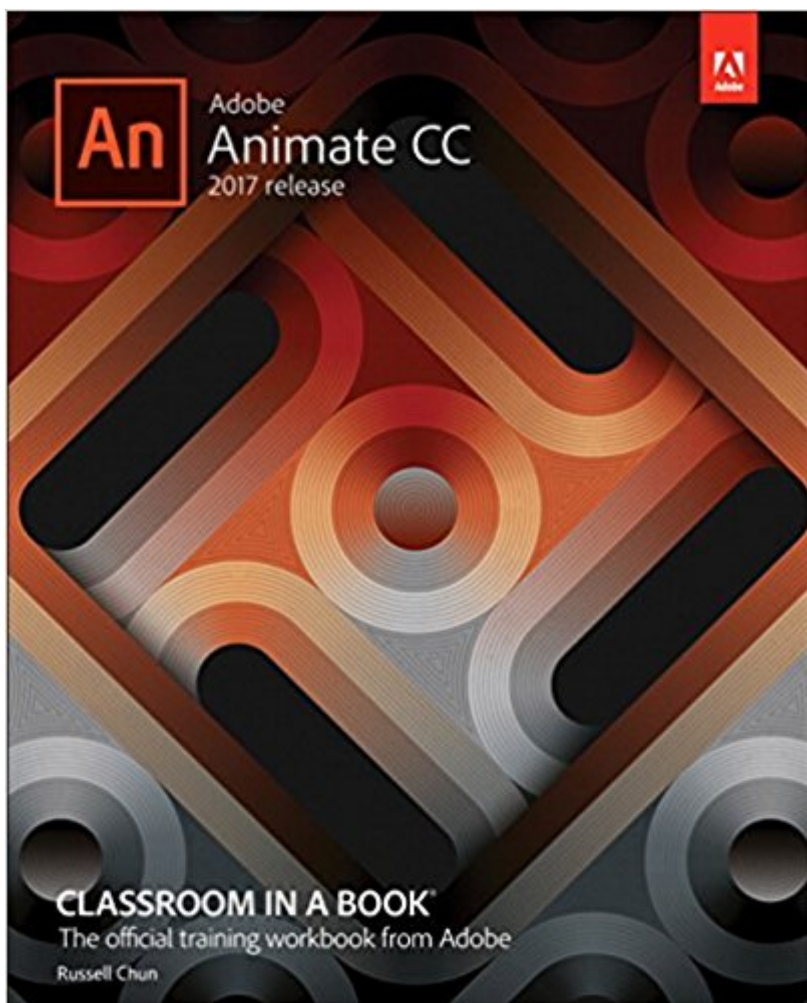**The book was found**

Adobe Animate CC Classroom In A Book (2017 Release)

Synopsis

Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Animate choose Adobe Animate CC Classroom in a Book (2017 release) from Adobe Press. The 10 project-based lessons in this book show users step-by-step the key techniques for working in Animate. Adobe Animate CC provides more expressive tools, powerful controls for animation, and robust support for playback across a wide variety of platforms. Learn how to use and create vector-based brushes for painterly effects. Gain more advanced control over complex animations with the new Camera tool, and learn to focus the action on different parts of the Stage. Support for SVG, WebGL, HTML5 animation and video, and seamless collaboration with other designers and with other Adobe applications through Creative Cloud libraries make Adobe Animate the ideal development environment for creative animation and multimedia. Â The online companion files include all the necessary assets for readers to complete the projects featured in each chapter as well as ebook updates when Adobe releases new features for Creative Cloud customers. All buyers of the book get full access to the Web Edition: a Web-based version of the complete ebook enhanced with video and interactive multiple-choice quizzes. As always with the Classroom in a Book, Instructor Notes are available for teachers to download.

Book Information

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Customer Reviews

Russell S. Chun is Assistant Professor of Journalism, Media Studies, and Public Relations at

Hofstra University. He has more than 20 years of experience in visual communication as a multimedia designer for the sciences and as a consultant to the news industry. He is also a veteran educator, previously teaching at the City University of New York (CUNY) Graduate School of Journalism, where he established and led their curriculum in data journalism. In addition, he served as their Director of Online Education. He has taught at the Columbia University Graduate School of Journalism and at the University of California at Berkeley Graduate School of Journalism, and was the Department Head of the Illustration program at Sessions College for Professional Design. He sat on the 2015 inaugural Data Advisory Group at Macaulay Honors College at the City University of New York to help build their data science curriculum. Â He is the published author of over a dozen technical books, interactive, and video products on multimedia software from Adobe, including their official training manuals. Â As an independent developer, he's provided instructional design, art direction, storyboarding, and multimedia to organizations such as AsiaSociety, DNAInfo.com, NYTimes.com, QuantaMagazine.org, Pearson Education, and others. His writings have appeared in Macworld, SBS Digital Design, Salon.com, Poynter, and PBS MediaShift.

good book, didn't know much about animation but the book made it easier but still takes over and over again sometimes

Its okay if you are into designing cartoons. I was hoping it was like Adobe Edge, which was discontinued.

I bought this book at Barnes and Noble and it has been so helpful! The set up to access the online files was easy and quick and the ebook is packed with step by step videos explaining the lesson.

Needed it for work!

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