Two-dimensional animation design (Computer Application)

By -

paperback. Book Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment.Pages Number: 265 Publisher: Higher Education Pub. Date :2010-03-01 first edition this book from the actual teaching requirements. and the actual situation from the beginner. step by step guide to using the Flash software's basic functions and to use. This book has a high practical to task-driven approach to the preparation. selection of a large number of instances. so as to provide the reader can apply their knowledge. Book focusing on the practical ability of students to select the case from simple to complex. The book is divided into seven projects. introduced the animation production process. the static material to draw pictures. dynamic picture of the design. and the use of Flash animation of the four typical case. described by examples of applications of Flash software. This book can serve as a vocational college course materials two-dimensional animation. but also suitable for beginners interested in two-dimensional animation. Contents: an animation project planning 1.1 Task One: Install and start the animation software 1.1.1 Task Description 1.1.2Flash software installation and start the uninstall Flash software 1.1.3 1.1.4 1.1.5 familiar with the...

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