Table of Contents

Introduction.

Part I: A Blast of Flash.
Chapter 1: Getting Acquainted with Flash CS4.
Chapter 2: Your Basic Flash.

Part II: 1,000 Pictures and 1,000 Words.
Chapter 3: Getting Graphic.
Chapter 4: You Are the Object Editor.
Chapter 5: What’s Your Type?
Chapter 6: Layering It On.

Part III: Getting Symbolic.
Chapter 7: Heavy Symbolism.
Chapter 8: Pushing Buttons.

Part IV: Total Flash-o-Rama.
Chapter 9: Getting Animated.
Chapter 10: Getting Interactive.
Chapter 11: Extravagant Audio, High-Velocity Video.

Part V: The Movie and the Web.
Chapter 12: Putting It All Together.
Chapter 13: Publishing Your Flash Files.

Part VI: The Part of Tens.
Chapter 14: Ten Frequently Asked Questions.
Chapter 15: Ten Best Flash Resources.
Chapter 16: Ten Flash Designers to Watch.

Index.