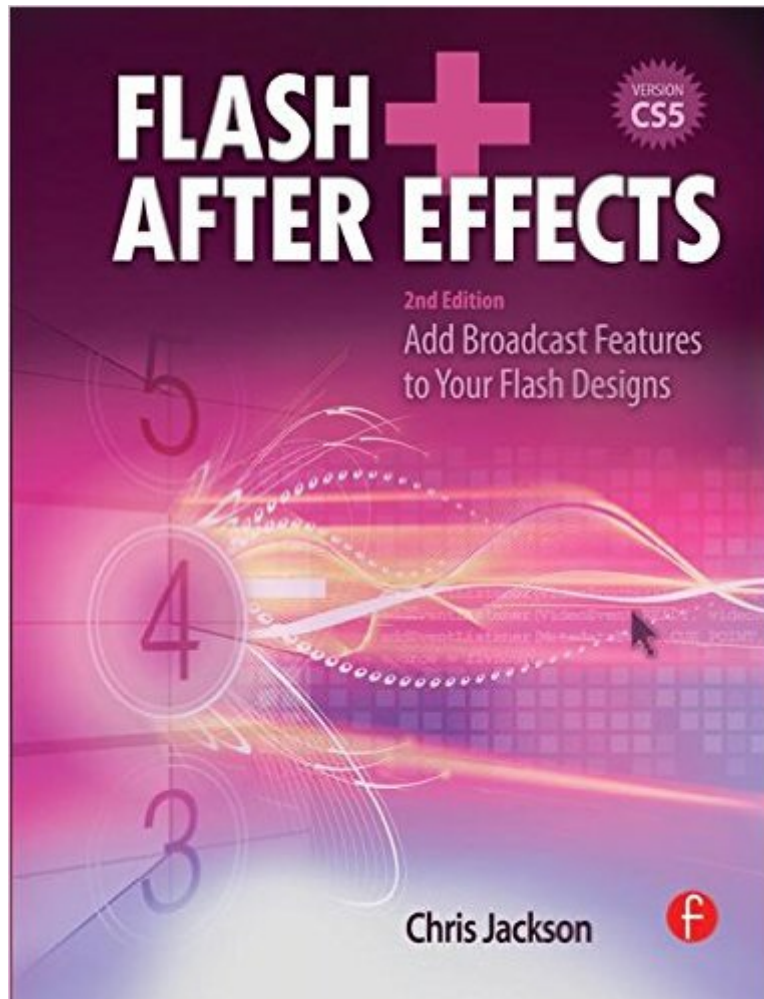# Flash + After Effects: Add Broadcast Features To Your Flash Designs

Synopsis

Flash Designers: push Flash to the next level with After Effects' robust toolset. CS5 delivers more complete integration of these two powerhouse applications-so you can expand your multimedia horizons. Flash + After Effects gives you a working understanding of the AE toolset and professional techniques that raise the design bar for web, HD broadcast, or CD/DVD delivery. The companion web site contains project media for hands-on practice of essential production skills, including: * Working with live video in Flash and the After Effects timeline* Using alpha channels for keying and enhancing interactivity* Integrating new CS5 features including the Roto Brush and Code Snippets* Exporting layered After Effects compositions for Flash* Building interactive 3D environments with video, cameras, and lights* Enhancing character animation using IK and Puppet Tools* Exporting video in HD and for the Web

Book Information

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Customer Reviews

Focal Press has long been known for its releases on photography and cinematography and now more and more digital photography and video. I don't think I've ever acquired a Focal Press book that I'd call "bad". Some were boring, but that's a matter of taste. Adobe Flash CS5 and Adobe After Effects are both enormously powerful tools and each has a very steep learning curve. But each one, in competent hands, is capable of producing truly mind-blowing effects. Chris Jackson shows how using Flash and After Effects together can take your production to a wholly new level, using After Effects to introduce broadcast features into your Flash creations. This is not a book for the timid, the

lazy or the inexperienced. As Jackson points out, he assumes his readers have prior Flash experience and I would say the more the better. Jackson lets it go with pointing out the readers should understand the Flash workspace, which is not a simple environment, an understanding of animation concepts (I would suggest not only an understanding, but some animation experience as well) and know basic Actionscript. Actionscript is not a trivial language. Jackson says his book "provides an introduction to After Effects, its workspace and tools". In a way what Jackson provides is a quick tour of a Boeing 747: you'll know where the tires are, but not how to start the engines, much less get the plane in the air. As Jackson says: "The book does not necessarily show the reader what all the tools do; rather, it shows how to use them to enrich Flash animation and interactive projects". And that it does: you cannot read this book without your imagination catching fire.

When I saw this book it immediately captured my eye because these are 2 of my more favorite software's on the market. I have often tweaked footage in after effects that I later used in flash projects. However, I never used the 2 programs together much more extensively than that. I was looking forward to some creative inspirations on ways I could better utilize the 2 together. I was not disappointed. I should also note that this book indicates when certain features are relevant to CS5 versions of the software (so this book is up to date!)Who is it for?This book is written from the perspective of the flash animator who is looking to enhance their projects by adding after effects to their projects. However, in later chapter the author also shows how Flash content can be utilized in your after effects projects too. The early chapters of the book explain how to use After effects and how to import/export footage between these 2 applications. If you do not know after effects these chapters will be particularly useful to you!Chapters I found useful!One chapter that was particularly useful to me in my professional life was the section on using after effects to set up cue points on the video so that you can later create interactive flash triggers at that cue points. This is something I have done in the past but to a limited extent. Another section I found highly interesting was creating 3D interactive environments using these 2 apps together. This section on 3D to me was the inspiration I was looking for in this book to push my creativity further. I definitely never used these 2 software's together in that way in the past.

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