

TOTAL TRAINING™ FOR Adobe® Flash® CS4 Professional - New Animation Techniques QUICK REFERENCE GUIDE

C1	MOTION TWEENS & THE MOTION EDITOR	1:05:53	C3	WORKING WITH 3D ANIMATION	50:59
1	Creating a Screen Build Animation		1	Basic 3D Properties	
2	Using Motion Presets		2	3D Rotation & Translation Tools	
3	Modifying a Motion Tween & Creating a Static Frame Span		3	Creating a 3D Motion Tween	
4	Creating a Motion Tween from Scratch		4	Working with 3D in the Motion Editor Panel	
5	Adjusting Frame Properties		5	Creating & Using a 3D Motion Preset	
6	Introducing the Motion Editor Panel		6	Finishing Up the Animation	
7	Editing Property Keyframes in the Motion Editor				
8	Creating Property Keyframes		C4	3D ANIMATION USING ACTIONSCRIPT	40:39
9	Controlling Color Effects		1	3D Properties in AS3	
10	Using Filters in the Motion Editor		2	Animating in 3D	
11	Finishing Up the Animation		3	Setting up Button Controls for Each Axis	
			4	Using 3D in a Tween	
C2	WORKING WITH EASING CURVES	1:11:14	5	Exploring the Photo Viewer App	
1	Using the Easing Property		6	Using 3D for the Viewer Animation	
2	Working with Easing in the Motion Editor Panel				
3	Creating Easing Curves		C5	ANIMATING WITH INVERSE KINEMATICS	43:14
4	Applying Multiple Simple Eases		1	Introducing the Bone Tool	
5	Using a Start and Stop Easing Curve		2	Animating the Armature	
6	Editing Bezier Motion Curves		3	Editing Bones	
7	Using Periodic Easing Curves		4	Adjusting Armature & Bone Properties	
8	Using the Sawtooth, Square & Random Easing Curves		5	Constructing Bones to Animate a Character	
9	Creating Custom Easing Curves		6	Modifying Bone Joint Properties & Arranging Stacking Order	
10	Modifying a Motion Preset in the Motion Editor				
			C6	USING IK TO CONTROL A SHAPE TWEEN	16:55
			1	Setting Up an IK Shape	
			2	Binding Points to the Bones	
			3	Animating Multiple Shapes	
			4	Credits	