Adobe Flash Catalyst CS5: Bible

By Rob Huddleston

Wiley India Pvt. Ltd, 2010. Softcover. Book Condition: New. Foreword. Preface. Acknowledgments. Introduction. Quick Start: Dive Into Flash Catalyst CS5. Part I: Rich Internet Applications and the Flash Platform. ? Chapter 1: Understanding Rich Internet Applications. ? Chapter 2: Introducing Flash Catalyst. ? Chapter 3: Working with Other Applications. Part II: Designing the Application. ? Chapter 4: Wireframing an Application in Flash Catalyst. ? Chapter 5: Creating an Application Comp in Illustrator. ? Chapter 6: Creating Assets in Photoshop. ? Chapter 7: Using Fireworks with Flash Catalyst. Part III: Creating the Application in Catalyst. ? Chapter 8: Converting Illustrator and Photoshop Artwork into Catalyst Projects. ? Chapter 9: Converting Artwork to Components. ? Chapter 10: Creating View States. ? Chapter 11: Adding Animation. ? Chapter 12: Working with Design-time Data. ? Chapter 13: Adding Multimedia. Part IV: Exporting Projects into Flash Builder 4. ? Chapter 14: Flash Builder 4 and the Flex Framework. ? Chapter 15: Export a Flash Catalyst Project to Flash Builder. ? Chapter 16: Returning a Project to Flash Catalyst. ? Chapter 17: Exporting Catalyst Projects Directly to Flash Player. ? Chapter 18: Creating a Project for AIR. Part V: Build a Complete Project. ? Chapter 19:...

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