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Autore	Labrecque Joseph
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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewer; www. PacktPub.com; Table of Contents; Preface; Chapter 1: Introduction to Adobe Edge; Why we need Adobe Edge; Flash Player restrictions; The relationship between Adobe Edge and Adobe Flash Professional; Comparisons with Adobe Flash Professional; Stage; Timeline; Keyframes; Symbols; Library; Actions; HTML technology maturity; Mobile deployment; What Adobe Edge can be used for; Web animation; Interactive content; The history of Adobe Edge; The inner workings of Edge; HTML, CSS, and JavaScript; HTML; CSS; JavaScript How jQuery is used in EdgeJSON; The Adobe Edge Runtime; Getting started; Installing Adobe Edge; The Adobe Edge welcome screen; Creating a new Edge Project; Save; Save As...; Edge project file structure; Summary; Chapter 2: The Edge Application Interface; Application interface overview; The application window; Customizing the Edge panel layout; Managing workspaces; The Edge menu system; File; Edit; View; Modify; Timeline; Window; Help; The Edge Toolbar; Selection tool; Transform tool; Rectangle tool; Rounded Rectangle tool;

Text tool; Background Color and Border Color; The Stage
The Edge TimelinePanels in Edge; Elements panel; Library panel;
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Edge Tools and Managing Assets; Using the drawing tools; The
Rectangle tool; Using the Rectangle tool; The Rounded Rectangle tool;
Using the Rounded Rectangle tool; The Text tool; Using the Text tool;
Using web fonts; The Selection and Transform tools; Using the
Selection tool; Color tools; Importing external assets; What is SVG?;
Importing SVG images; What is a bitmap?; Importing bitmap Images;
Working with imported assets; Converting assets into symbols
Create a SymbolSummary; Chapter 4: Creating Motion with Edge;
Animation within Edge; The Edge Timeline; Playback controls; Time;
Search; Timeline options; Timeline controls; The Playhead; The Mark;
Zoom controls; Keyframes; Creating motion; Animating with the
Playhead; Animating with the Mark; Editing Transition; Duration; Delay;
End; Easing; Example: Animating a website header; Project setup, asset
import, and general layout; Animating elements; Summary; Chapter 5:
Adding Interactivity to an Edge Composition; Working with Actions; The
Timeline Actions layer; Working with Triggers
Working with LabelsApplying Actions to the Stage; Applying Actions to
individual elements; Overview: The Adobe Edge Runtime APIs;
Document Object Model events; Mouse events; Touch events; Virtual
mouse events; Timeline events; Example: Adding interactivity to a
website header; Creating the Text element; Adding interactivity to the
Title; Adding interactivity to the album art; Completing the final website
header composition; Summary; Chapter 6: Additional Resources; Using
an Edge composition within an existing website; Online resources;
About the forthcoming book: Learning Adobe Edge
Learning Adobe Edge

Sommario/riassunto

Adobe Edge Quickstart Guide is a practical guide on creating engaging content for the Web with Adobe's newest HTML5 tool. By taking a chapter-by-chapter look at each major aspect of Adobe Edge, the book lets you digest the available features in small, easily understandable chunks, allowing you to start using Adobe Edge for your web design needs immediately. If you are interested in creating engaging motion and interactive compositions using web standards with professional tooling, then this book is for you. Those with a background in Flash Professional wanting to get started quickly with Adobe
