

1.	Record Nr.	UNINA990005389770403321
	Autore	Baffi, Michele
	Titolo	Memorie intorno alla diplomatica ed agli archivi / compilate da Michele Baffi
	Pubbl/distr/stampa	[S.l. : s.n.], [1861?]
	Descrizione fisica	46 p. ; 22 cm
	Disciplina	417.7
	Locazione	FLFBC
	Collocazione	SG 400/B 18
	Lingua di pubblicazione	Italiano
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
2.	Record Nr.	UNINA9910966587103321
	Autore	Labrecque Joseph
	Titolo	Adobe Edge Quickstart guide / / Joseph Labrecque
	Pubbl/distr/stampa	Birmingham, U.K., : Packt Pub., 2012
	ISBN	9786613531261 9781280127380 1280127384 9781849693318 1849693315
	Edizione	[1st ed.]
	Descrizione fisica	1 online resource (136 p.)
	Collana	Community experience distilled
	Disciplina	006.68
	Soggetti	Computer graphics
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Description based upon print version of record.
	Nota di bibliografia	Includes bibliographical references and index.
	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; Properties panel; Actions panel; Summary; Chapter 3: Working with 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

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## 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

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