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program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Note from the publisher: FREE Adobe Dreamweaver CS5.5 updates are available for this title. Simply register your product at www.peachpit.com/register and you will receive the updates when they become available. The definitive guide to creating animation for the web and mobile devices with top animation designer Chris Georgenes and designer/developer Justin Putney. They reveal how to create and successfully animate characters in Adobe Flash Professional CS5 and how to push the limits of timeline animation with stunning visual effects using ActionScript® 3.0. This Studio Techniques book is designed for intermediate or advanced users who understand the basics of Flash and want to create a more immersive interactive experience. The book includes coverage of storyboarding, 2D character design and rigging, character animation, visual FX with code, workflow automation, and publishing your animation on the web and to mobile devices. Author Bios: Chris Georgenes is a highly respected authority on Flash and animation. He has used Flash professionally for more than a decade and is the proprietor of Mudbubble.com, a web animation studio. He has worked as an Art Director for Playdom and Acclaim Games as well as for clients ranging from the Cartoon Network and Dreamworks, to Comedy Central and Shockwave.com. Chris is a popular speaker at such conferences as Flash in the Can, Flash on Tap, FlashForward, and Adobe MAX. Justin Putney is a freelance designer, developer, and consultant, and he produces animations for his studio, Ajar Productions. Justin has created dozens of free Flash extensions and scripts for other Adobe applications that are used by animators and designers around the globe. See his animation work, tutorials, and extensions at blog.ajarproductions.com, and his portfolio at putney.ajarproductions.com. Note from the publisher: FREE Adobe Flash Professional CS5.5 updates are available for this title. Simply

register your product at www.peachpit.com/register and you will receive the updates when they become available. **NEW PERSPECTIVES ON ADOBE PHOTOSHOP CS5, COMPREHENSIVE** offers a critical-thinking approach to teaching Photoshop. This text explains and reinforces design software concepts and skills through the New Perspectives' signature case-based, problem-solving pedagogy. Students will transcend point-and-click skills to take full advantage of the software's utility. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. In just 24 lessons of one hour or less, you will be able to create a fully functional website using Adobe Dreamweaver CS5. Using a straightforward, step-by-step approach, each lesson offers background knowledge along with practical steps to follow, allowing even complete beginners to learn the essentials from the ground up. Full-color figures and clear step-by-step instructions visually show you how to use Dreamweaver. Quizzes and Exercises at the end of each chapter help you test your knowledge. Practical, hands-on examples show you how to apply what you learn. Learn how to... Start using HTML5 in your web pages with Dreamweaver's new HTML5 support Create forms to collect information from users at your site Manage your site with templates and libraries Design web page layout with CSS Work with WordPress and content management systems Display data efficiently with tables Dress up your site with Flash files and other multimedia Insert scripted functionality by using Behaviors Use Ajax frameworks and libraries Create custom CSS for mobile devices and printing Make web graphics in Fireworks CS5 Everything web designers need to build sites with Dreamweaver Dreamweaver is the leading website creation tool, with 90 percent of the market share. The nine minibooks that make up this guide cover getting started with Dreamweaver CS5, creating and publishing great sites, making

pages dynamic, building web applications, and much more, including all the upgrades in Dreamweaver CS5. Dreamweaver is the gold standard for website development software; this complete reference covers what both beginners and intermediate-level users need to know to make the most of Dreamweaver CS5 and create professional-quality sites. Nine minibooks cover getting started, mastering Dreamweaver basics, working like a pro, energizing your site, publishing your site, working collaboratively, building Web applications, making pages dynamic, and developing applications rapidly. Teaches how to customize the workspace; understand the Panels and Properties Inspector; plan, design, and manage your site; work with text and graphics; add Flash, movies, and sound; work with Cascading Style Sheets, JavaScript, and Ajax, connect to a database, and much more. Dreamweaver CS5 All-in-One For Dummies gives web designers essential information for creating, managing, and maintaining all types of websites. COMPUTERS TODAY & TOMORROW series consists of eight computer science textbooks for classes 1–8. This series is created to help students master the use of various kinds of software and IT tools. The books have been designed to keep pace with the latest technologies and the interests of the 21st century learners. The series is based on Windows 7 and MS Office 2007 and adopts an interactive approach to teach various concepts related to Computer Science. The books for classes 1–5 are introductory. They introduce students to the basic features of Windows 7 and MS Office 2007, starting with the history of computers, what are the basic parts of the computer, how to use Tux Paint, WordPad, MS Paint, how to program in LOGO and also give an introduction to the Internet. However, the books for classes 6–8 are for senior students and take a deep dive into the advanced features of Windows 7 and MS Office 2007, including how to do programming in QBasic, HTML and Visual Basic. Students learn to create animations using Flash and Photoshop, and how to

communicate using the Internet. The ebook version does not contain CD. If you already have a good knowledge of Adobe Photoshop and are looking to advance your skills, Adobe Photoshop CS5 for Photographers: The Ultimate Workshop is the book you've been waiting for. Renowned photographers Martin Evening and Jeff Schewe impart their Photoshop tips and workflow, showing you how to use a vast array of rarely seen advanced Photoshop techniques. Whether the subject is serious retouching work, weird and wonderful compositions, or planning a shoot before you've even picked up a camera, you can be sure that the advice is based on years of practical experience. Full of inspirational photographs and hundreds of full-color screenshots to show you how it's done, this book features:

- Advice on becoming a retouching master with advanced masking and compositing techniques
- A detailed workflow for preparing your images for the best possible output, showing you how to meet both deadline and budget without sacrificing quality
- 26 movie tutorials on the included DVD, offering over 3 hours of movie content

The ideal companion to Photoshop CS5 for Photographers, this is a must-have resource for any serious user of Adobe Photoshop. Photoshop is not just for photographers anymore. Photoshop 3D for Animators is one of the only titles available that discusses 3D Photoshop techniques specifically for animators. Now with Adobe CS5, 3D Digital artists can integrate 3D models into Photoshop or create 3D models in Photoshop with the high capability to customize, edit and animate. With Photoshop 3D for Animators, explore the new 3D tools and techniques that will enhance your animation pipeline and workflows with the Adobe Suite softwares, including After Effects and Flash. Explore the ins and outs of Adobe Photoshop and expand your 3D expertise with the comprehensive guide to Adobe 3D toolset for animators. Customize Adobe CS5 tools for your specific, animation workflow and integrate your 3D models with Adobe Flash and the entire Adobe Suite platform with

ease. Learn to manipulate 3D images as well as import 3D content from the Adobe creative suite. With in-depth, step-by-step tutorials, explore lighting, digital painting, texturing and rendering for 2D and 3D the power of Adobe Photoshop software. Enhance your digital workflow and expand your expertise with this hands-on guide to Photoshop CS5. Includes a DVD with source files, working samples and models. This book constitutes the refereed proceedings of the Third International KR4HC 2011 workshop held in conjunction with the 13th Conference on Artificial Intelligence in medicine, AIME 2011, in Bled, Slovenia, in July 2011. The 11 extended papers presented together with 1 invited paper were carefully reviewed and selected from 22 submissions. The papers cover topics like health care knowledge sharing; health process; clinical practice guidelines; and patient records, ontologies, medical costs, and clinical trials. A full-color guide for getting rewarding results with Flash CS5! Flash is used in the creation of web animation, games, media rich websites, presentations, and more. Adobe's Flash CS5 product has been divided into three separate products custom-tailored for different audiences, and this book covers the Professional product; the traditional animation/media serving tool; and Catalyst, the web/interface design tool. This book provides a fun and friendly full-color guide to Flash and all it can do to add some flair to your site. Walks you through both Professional and Catalyst as well as the traditional Flash animation tool Offers guidance for getting acquainted with the interface; creating images, objects, text, and layers for animation; and working with symbols and buttons Introduces using Flash for online publishing and mobile designs Addresses how to turn existing images into interactive sites or interfaces with Catalyst Offers helpful tips on troubleshooting and best practices for creating interactive websites Using the knowledge you gain from Flash CS5 Professional & Flash CS5 Catalyst For Dummies, you'll quickly prove that you are not a flash in the pan!

This is the eBook version of the printed book. Creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Photoshop CS5 choose Adobe Photoshop CS5 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 14 project-based lessons in this book show readers step-by-step the key techniques for working in Photoshop CS5. In addition to learning the key elements of the Photoshop interface, this completely revised CS5 edition shows readers how to edit images with precise selection control, correct a wide range of lens-based errors, interactively transform their images with the new Puppet Warp tool, and easily remove or replace image elements with the new Content-Aware Fill mode. The book also covers new powerful painting effects to artistically enhance images and shows how to combine multiple exposures into a single HDR image. For the first time, the companion DVD will feature, in addition to the lesson files, 2 hours of free video tutorials from Learn Adobe Photoshop CS5 by Video by Adobe Press and video2brain, a great added value! “The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.” –Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training. Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device

or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear. Those creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe After Effects CS5 choose Adobe After Effects CS5 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 14 project-based lessons in this book show readers step-by-step the key techniques for working in After Effects CS5 and how to work efficiently and deliver in the widest possible range of media types. In addition to learning the key elements of the After Effects interface, this completely revised CS5 edition covers 64-bit performance; new Mocha, Color Finesse 3, and Digieffects FreeForm plug-ins; Roto Brush; AVC-Intra and expanded RED camera support; and more. “The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.”

–Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Note from the publisher: FREE Adobe After Effects CS5.5 updates are available for this title. Simply register your product at www.peachpit.com/register and you will receive the updates when they become available. With the release of Adobe Creative Suite CS5, Dreamweaver solidifies its role as the de facto tool of choice for anyone designing for the Web. Adobe

Dreamweaver CS5 for Windows and Macintosh: Visual QuickStart Guide uses a combination of task-based instruction and strong visuals to teach beginning and intermediate users how to create, design, and publish powerful, innovative Web sites with Dreamweaver. Leading technology authors Tom Negrino and Dori Smith take you step-by-step through the new features in Adobe Dreamweaver CS5, with completely revised chapters on critical tools like styling pages with CSS and adding user interactivity with JavaScript dynamic elements. You'll also learn to take advantage of Dreamweaver's new ability to build and modify sites that use popular content management systems, such as WordPress, Joomla!, and Drupal. If you're new to Dreamweaver and web design, you'll learn to create your first Web site, add text, style and lay out page content, manage styles, work with links, incorporate images, media, tables, forms, and frames, design site navigation, and so much more. If you're an experienced user, you'll find this a convenient reference to the new features of Dreamweaver CS5. Note from the publisher: FREE Adobe Dreamweaver CS5.5 updates are available for this title. Simply register your product at www.peachpit.com/register and you will receive the updates when they become available.

Pascal Programming for Music Research addresses those who wish to develop the programming skills necessary for doing computer-assisted music research, particularly in the fields of music theory and musicology. Many of the programming techniques are also applicable to computer assisted instruction (CAI), composition, and music synthesis. The programs and techniques can be implemented on personal computers or larger computer systems using standard Pascal compilers and will be valuable to anyone in the humanities creating data bases. Among its useful features are: -complete programs, from simple illustrations to substantial applications; -beginning programming through such advanced topics as linked data structures, recursive algorithms, DARMS translation, score

processing; -bibliographic references at the end of each chapter to pertinent sources in music theory, computer science, and computer applications in music; -exercises which explore and extend topics discussed in the text; -appendices which include a DARMS translator and a library of procedures for building and manipulating a linked representation of scores; -most algorithms and techniques that are given in Pascal programming translate easily to other computer languages. Beginning, as well as advanced, programmers and anyone interested in programming music applications will find this book to be an invaluable resource. This handbook holistically summarises the principles for the energy retrofitting of historic buildings, from the first diagnosis to the adequately designed intervention: preservation of the historic structure, user comfort, and energy efficiency. The content was developed by an interdisciplinary team of researchers. The wide range of different expertise, design examples, calculations, and measuring results from eight case studies makes this manual an indispensable tool for all architects, engineers, and energy consultants. This book is specific to the full version of Photoshop, CS5 and earlier ... This is "not just another Photoshop Book ..." (yes, that's really the name): I mean, really - there must be millions of Photoshop books out there, right? - - but how many of them are written by a custom photographic printer with almost 30 years of experience working with some of the finest photographers in the world? Why is this book different? It's unique because it's written for photographers (NOT graphic artists!) and focuses on what makes a good color print. This book will show you how to use the basics of Photoshop to achieve your desired printing results, using your computer and printer / custom lab. Why does this book cost a bit more than other Photoshop books? Allow me to answer that with a question: What is your time worth? When you purchase my book, that's when our relationship starts - not too many other Photoshop books can claim that ... * I encourage you to contact

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maintaining a site, Creating an enquiry form, Installing a form-handling script, Using JavaScript behaviors, Enhancing interactivity with Spry widgets, Using Spry form validation widgets... LOG ON TO COMPUTERS series consists of ten thoroughly revised and updated textbooks for classes 1–10. The books aim to help students master the use of various types of software and IT tools. The books have been designed to keep pace with the latest technologies and the interests of the 21st century learners. The series is based on Windows 7 and MS Office 2010 and adopts an interactive approach to teach various concepts related to Computer Science. The books for classes 1–5 focus on the basics of computers, Windows, MS Office, OpenSource software and programming language LOGO. However, the books for classes 6–8 encourage students to experience and explore more about programming languages like QBasic, HTML and Visual Basic, application software such as Photoshop, Flash and MS Office. The ebook version does not contain CD. This two-volume book constitutes the refereed proceedings of the 3rd International Conference on Multimedia Technology and Enhanced Learning, ICMTEL 2021, held in April 2021. Due to the COVID-19 pandemic the conference was held virtually. The 97 revised full papers have been selected from 208 submissions. They describe new learning technologies which range from smart school, smart class and smart learning at home and which have been developed from new technologies such as machine learning, multimedia and Internet of Things. You can build everything from simple animations to full-fledged iOS and Android apps with Flash CS5.5, but learning this complex program can be difficult—unless you have this fully updated, bestselling guide. Learn how to create gorgeous Flash effects even if you have no programming experience. With Flash CS5.5: The Missing Manual, you'll move from the basics to power-user tools with ease. Learn animation basics. Discover how to turn simple ideas into stunning

animations. Master Flash's tools. Learn the animation and effects tools with clear explanations and hands-on examples. Use 3D effects. Rotate objects and make them move in three dimensions. Create lifelike motion. Use the IK Bones tool to simulate realistic body movements and other linked motions. Build apps for tablets and smartphones. Create the next generation of iPhone, iPad, and Android apps. Add multimedia. Incorporate your own audio and video files into Flash. Create rich interactive animations. Dive into advanced interactivity with easy-to-learn ActionScript examples. A guide to Flash CS5 covers the basics of animation, ways to create movement between images, adding audio and video, creating reusable elements, and testing and publishing Web sites. CENTURY 21 COMPUTER KEYBOARDING provides everything you need for in a one-semester course covering new-key learning, document formatting, and word processing. This latest edition helps students prepare for a lifetime of keyboarding success with innovative solutions updated to reflect today's business challenges. Trust the leader who has taught more than 85 million people to type--bringing 100 years of publishing experience and a century of innovations together in a complete line of keyboarding solutions. Important Notice: Media content referenced within the product description or the product text may not be available in the ebook version. If you have a question about ActionScript 3 this is the book with the answers. ActionScript 3: Questions and Answers takes some of the best questions and answers asked on the stackoverflow.com website. You can use this book to look up commonly asked questions, browse questions on a particular topic, compare answers to common topics, check out the original source and much more. This book has been designed to be very easy to use, with many internal references set up that makes browsing in many different ways possible. Topics covered include: Flex, AIR, Flex3, JavaScript, PHP, Arrays, Adobe, Events, OOP, MXML, Flash Builder, Flash

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Boot-Click-Enter, Enter the world of IT based on Windows 7 and MS Office 2010, comprises of eight computer science textbooks for classes 1–8. The series is based on an interactive approach to teach various concepts related to Computer Science. This series is created to help students master the use of various kinds of software and IT tools. The books have been designed to keep pace with the latest technologies and the interests of the 21st century learners.

Goyal Brothers Prakashan This official training guide from Adobe will teach readers all they need to know to create rich interactive experiences with Flash Catalyst CS5, Adobe's exciting new interaction design tool. Flash Catalyst CS5 lets designers create real Adobe Flash and Adobe AIR applications without having to learn ActionScript. Using step-by-step instructions in projects that progressively build skills, readers of this Classroom in a Book will learn how to prepare and import artwork from applications such as Adobe Photoshop and Fireworks into Catalyst, and then add interactive functionality in a familiar interface and with tools that are intuitive to use. Readers will learn how libraries let them organize

and reuse assets, how to use layers to view and control objects, how to work with pages and states to create interactive components, how to add transitions and action sequences, and how to work with video and sound. Readers will also learn to incorporate Flash files from other applications and use Flash Builder to extend their projects' functionality. The companion CD provides users with all the sample files they need to complete all the projects. "The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students." —Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Note from the publisher: FREE Adobe Flash Catalyst CS5.5 updates are available for this title. Simply register your product at www.peachpit.com/register and you will receive the updates when they become available. This is the only book on the market to focus exclusively on the creation of visual effects for After Effects users, and is a one-stop resource for anyone who wants in-depth explanations that demystify the realm of visual effects and how they were created, thanks to veteran author Mark Christiansen's friendly and accessible style. A thoroughly packed, informative read, this masterful guide focuses on explaining the essential concepts, features, and techniques that are key to creating seamless movie-quality visual effects. Users who are comfortable with After Effects will find a helpful review of the fundamentals - managing footage, viewing and editing layers, animating type, and more - so they can learn how to work smarter and more efficiently. Readers of all levels will learn core techniques for effects

compositing including color matching, keying, rotoscoping, motion tracking, emulating the camera, and concluding with using expressions in After Effects, written by contributor and expert Dan Ebberts. An incredibly useful appendix on scripting in After Effects is included as well, written by Adobe engineer Jeff Almasol. The final section of the book delves into creative explorations, demonstrating professional effects that are commonly seen in films and games which readers can re-create. Readers will also find comprehensive coverage of all that's new and makes this version of Adobe's effects programa must-have update, including the revolutionary new Roto Brush, all new effects such as the New Refine Matte effect, new support for Color Look-Up Tables, workflows that take advantage of the all-new 64-bit support, inclusion of third-party tools for additional creativity, and much more. Note from the publisher: FREE Adobe After Effects CS5.5 updates are available for this title. Simply register your product at www.peachpit.com/register and you will receive the updates when they become available. This is the eBook version of the printed book. Those creative professionals seeking the fastest, easiest, most comprehensive way to learn Adobe Fireworks CS5 choose Adobe Fireworks CS5 Classroom in a Book from the Adobe Creative Team at Adobe Press. The 13 project-based lessons in this book show readers step-by-step the key techniques for working in Fireworks CS5. Readers will learn what they need to know to collaborate with other Adobe Creative Suite applications to design and mock up basic Web pages or interfaces for rich Internet applications. In addition readers will learn how to demo a design live for a client, export the design as an interactive PDF, and export complete Web page designs as Web standards-compliant CSS-based layouts, or as PDF. This revised CS5 edition covers enhanced pixel precision; new workflows between Fireworks and Flash Catalyst; working with the new Document template feature; importing, sharing, and creating Adobe Swatch Exchange files; and

more. The companion DVD includes lesson files so readers can work along with the book. “The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.” —Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for "Where are the lesson files?" Go to the very last page of the book and scroll backwards. You will need a web-enabled device or computer in order to access the media files that accompany this ebook. Entering the URL supplied into a computer with web access will allow you to get to the files. Depending on your device, it is possible that your display settings will cut off part of the URL. To make sure this is not the case, try reducing your font size and turning your device to a landscape view. This should cause the full URL to appear. CompKidz, computer learning series, based on Windows 7 with MS Office 2013 comprises of eight books for classes 1 to 8. This series has been developed using advanced pedagogical features for effective learning and retention. This carefully graded series is based on the step-by-step approach to learn various application tools of computer. These books contain lively illustrations, high-resolution screenshots and an ample number of questions for practice. Also, these books have been designed to keep pace with the latest technologies and the interests of the 21st century learners. This volume constitutes the

refereed proceedings of the 12th International Conference on Computational Collective Intelligence, ICCCI 2020, held in Da Nang, Vietnam, in November 2020.* The 70 full papers presented were carefully reviewed and selected from 314 submissions. The papers are grouped in topical sections on: knowledge engineering and semantic web; social networks and recommender systems; collective decision-making; applications of collective intelligence; data mining methods and applications; machine learning methods; deep learning and applications for industry 4.0; computer vision techniques; biosensors and biometric techniques; innovations in intelligent systems; natural language processing; low resource languages processing; computational collective intelligence and natural language processing; computational intelligence for multimedia understanding; and intelligent processing of multimedia in web systems. *The conference was held virtually due to the COVID-19 pandemic.

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with all the applications in the Creative Suite. Readers learn what they need to know to create engaging layouts for print or web publishing. This completely revised Creative Suite 5 edition covers designing for mobile devices and creating animated Flash documents. The companion DVD includes all the lesson files readers need to work along with the book. This guide is ideal for beginning to intermediate users and provides countless tips and techniques to help them become more productive. “The Classroom in a Book series is by far the best training material on the market. Everything you need to master the software is included: clear explanations of each lesson, step-by-step instructions, and the project files for the students.” –Barbara Binder, Adobe Certified Instructor, Rocky Mountain Training Classroom in a Book®, the best-selling series of hands-on software training workbooks, helps you learn the features of Adobe software quickly and easily. Classroom in a Book offers what no other book or training program does—an official training series from Adobe Systems Incorporated, developed with the support of Adobe product experts. Note from the publisher: FREE Adobe Creative Suite 5.5 updates are available for this title. Simply register your product at www.peachpit.com/register and you will receive the updates when they become available.

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