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Macromedia® Flash® 8 @work

PROJECTS YOU CAN USE ON THE JOB

Phillip Kerman

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Macromedia® Flash® 8 @work Projects You Can Use on the Job

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International Standard Book Number: 0-672-32828-3

Library of Congress Catalog Card Number: 2005903522

Printed in the United States of America

First Printing: December 2005

08 07 06 05 4 3 2 1

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About the Author

Phillip Kerman has been teaching Flash since version 3 and writing books since version 5. He also does contract development. His early experiences in photography have a direct correlation to his job today. The feeling he gets when seeing a project he assembles come to life is the same as watching a photograph develop in the darkroom.

Although he understands that great projects involve the work of many dedicated people, he's not shy to point out that he was the primary programmer for such familiar projects as the original Millennium Three site (archived at deepplay.com/sites/m399/), a real-time Flash auction that consistently sells over $5 million in cattle during a typical 90-minute sale (stampedecattle.com), the site for the "other" cool office chair (www.allsteeloffice.com/number19/movie.asp), and the Witness to History kiosk featured in the Communication Arts 11th Annual Interactive Exhibition (commarts.com/ca/interactive/cai05/36_ia05.html).

The short story of Phillip's rise from mere mortal to being in charge of everything at phillipkerman.com LLC goes like this:

- Student photographer for Sunset High School's newspaper and yearbook
- Rode his bicycle from Portland, Oregon, to go to college in Rochester, New York (and got all 2 years' worth of physical education credits waived in the process)
- Graduated from the Rochester Institute of Technology with a bachelor of science in imaging and photographic technology
- Worked for Sinar Bron, Inc., selling premier professional photographic equipment
- Worked for The Human Element, Inc., doing Authorware (version 1) development
- Drove back to Portland, Oregon, where he has been doing contract work for more than 10 years

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Dedication

This book is dedicated to my good friend of 25 years, Graham Stewart Clark (1964–2005). Graham was a brilliant, inspiring, and strong human being who fought and lost a silent battle against overwhelming unhappiness. May his suicide persuade us of the importance of seeking help for ourselves and those we love.

For my friend, a city planner who dreamed of creating a more livable city, will you the reader consider giving your car a rest once in a while and instead walk, ride a bike, or take public transportation?

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Acknowledgments

It's fair to say this book would be much different if no one helped me write it. In fact, I suspect it would be *bad*.

General acknowledgements, like those that follow, help reduce the chances of leaving anyone out. The people at Macromedia are always accessible and responsive. In the case of the Flash 8 team, though, they outdid themselves with a great product and a super-effective beta process. I've tried listing specific Macromedians in my other books' acknowledgements and, even when the list contains more than 100 people, I inevitably forget someone (so I'm not going to risk that here).

The folks at Sams Publishing are also super-dedicated and professional. For better or worse, they're unlike any of my other clients. They really approach a book as a partnership in which everyone can help make it better. Not once have I felt that a negotiation (big or small) was resolved unfairly.

If you've ever tried teaching, you won't be surprised to hear me acknowledge all the students who have taught me something. You tend to find out what you don't know very quickly when you teach. And, as is true with many other challenges, there is always room to improve your teaching ability. In recent years, I've learned from students and other teachers at Cleveland High School, Northwest Academy, Pacific Northwest College of Art, Portland Community College, and West Linn High School.

There are also people who provided specific help with certain portions of the book. Burak Kalayci (www.buraks.com)—whose ActionScript Viewer (ASV) and Captionate products are enough to deserve special recognition—provided valuable insights into how to design the projects for Chapter 3, "Creating a Video with Synchronized Captions." He also graciously reviewed some other portions of the book. A former student, Jhon Adams (www.evilpumpkin.com), created the PHP components for Chapter 6, "Saving and Evaluating Quiz Results," and Chapter 10, "Building a Photo Share Application." My sister, Deborah Kerman, provided expert advice on the question-writing tips in Chapter 5, "Creating an Assessment Quiz." Jesse Warden (www.jessewarden.com) also graciously reviewed a chapter early on, which helped me to map out other projects. Scott Huber tested several chapters' functionality. The prolific Flash author Robert Reinhardt (www.themakers.com) gave me lots of general feedback over the weeks (well, months) it took me to write this book.

Finally, I've seen some authors acknowledge musical artists (presumably those who influenced the author while writing). Instead, let me mention the killer stereo accessory called squeezebox (from www.slimdevices.com) that gave me an easy way to listen to music while writing.

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We Want to Hear from You!

As the reader of this book, *you* are our most important critic and commentator. We value your opinion and want to know what we're doing right, what we could do better, what areas you'd like to see us publish in, and any other words of wisdom you're willing to pass our way.

You can email or write me directly to let me know what you did or didn't like about this book—as well as what we can do to make our books stronger.

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