

Getting Started

Welcome to Adobe® LiveMotion™ 2.0 — the future of animation and interactivity for the Web. LiveMotion is an extremely capable design and production tool that offers unparalleled precision, control, and seamless integration with Adobe's professional Web applications, including Adobe Photoshop®, Adobe Illustrator®, and Adobe GoLive™. Import your layered Photoshop and Illustrator files as discreet objects, or as frames in your animations. LiveMotion lets you easily create rollovers, animated masks, and multi-character compositions including sound and advanced interactivity. When you're done, you can save your work in the Macromedia® Flash™ (SWF), QuickTime®, JPEG, animated GIF, and PNG formats. Then place your file in Adobe GoLive, and publish it on the Web.

About Classroom in a Book

Adobe LiveMotion 2.0 Classroom in a Book® is part of the official training series for Adobe graphics and publishing software developed by experts at Adobe Systems. The lessons are designed to let you learn at your own pace. If you're new to Adobe LiveMotion, you'll learn the fundamental concepts and features you'll need to master the program. If you've been using Adobe LiveMotion for a while, you'll find Classroom in a Book teaches many advanced features, including tips and techniques for using this exciting Web design tool.

Although each lesson provides step-by-step instructions for creating a specific project, there's room for exploration and experimentation. You can follow the book from start to finish, or do only the lessons that correspond to your interests and needs. Special review lessons summarize what you've covered.

Prerequisites

Before using *Adobe LiveMotion 2.0 Classroom in a Book*, you should have a working knowledge of your computer and its operating system. Make sure you know how to use the mouse and standard menus and commands, and also how to open, save, and close files. If you need to review these techniques, see the printed or online documentation included with your Windows® or Mac OS documentation.

Installing the program

You must purchase the Adobe LiveMotion software separately. For complete instructions on installing the software, see the Introduction to the *Adobe LiveMotion 2.0 User Guide*.

Installing the Classroom in a Book fonts

To ensure that the lesson files appear on your system with the correct fonts, you may need to install the Classroom in a Book font files. These fonts are in the Fonts folder on the Adobe LiveMotion 2.0 Classroom in a Book CD. If you already have these on your system, you do not need to install them. If you have Adobe Type Manager® (ATM®), see its documentation on how to install fonts.

If you do not have ATM, installing it from the Classroom in a Book CD automatically installs the fonts. Please read the instructions carefully because you do not need to install ATM if you are running Windows XP or Mac OS 10.1.

To install the Adobe LiveMotion 2.0 Classroom in a Book fonts

- 1 Insert the Adobe LiveMotion 2.0 Classroom in a Book CD into your CD ROM drive.
- 2 Install the font files using the procedure for the version of your operating system:
 - **Windows** (other than Windows XP). Open the ATM installer files on the CD, which are located in the Fonts/ATM folder. Double-click the installer file (Setup), and follow the on-screen instructions for installing ATM and the fonts.
 - **Windows XP**. Do not use the ATM font installer to install the fonts. Instead, simply drag the fonts from the Classroom in a Book CD to your hard disk and place them in your Adobe common fonts folder (typically in C:\Program Files\Common Files\Adobe\Fonts).
 - **Mac OS 9**. Open the Fonts folder on the CD. Double-click the ATM 4.6.1 + Fonts Installer to install the fonts.
 - **Mac OS 10.1**. Open the Fonts/Fonts folder on the CD. Select all of the fonts in the Fonts folder and drag them into the Library/Fonts folder on your hard disk. You can select and drag multiple fonts to install them, but you cannot drag the entire folder to install the fonts.

Copying the Classroom in a Book files

The Classroom in a Book CD includes folders containing all the electronic files for the lessons. Each lesson has its own folder, and you must copy the folders to your hard drive to do the lessons. To save room on your drive, you can install only the necessary folder for each lesson as you need it, and remove it when you're done.

To install the Classroom in a Book files:

- 1 Insert the *Adobe LiveMotion 2.0 Classroom in a Book* CD into your CD-ROM drive.
- 2 Create a folder named LM_CIB on your hard drive.
- 3 Copy the lessons you want to the hard drive:
 - To copy all of the lessons, drag the Lessons folder from the CD into the LM_CIB folder.
 - To copy a single lesson, drag the individual lesson folder from the CD into the LM_CIB folder.

If you are installing the files in Windows, you need to unlock them before using them. You don't need to unlock the files if you are installing them in Mac OS.

- 4 In Windows, unlock the files you copied:
 - If you copied all of the lessons, double-click the unlock.bat file in the LM_CIB/Lessons folder.
 - If you copied a single lesson, drag the unlock.bat file from the Lessons folder on the CD into the LM_CIB folder. Then double-click the unlock.bat file in the LM_CIB folder.

Additional resources

Adobe LiveMotion 2.0 Classroom in a Book is not meant to replace documentation that comes with the program. Only the commands and options used in the lessons are explained in this book. For comprehensive information about program features, refer to these resources:

- The *Adobe LiveMotion 2.0 User Guide*. Included with the Adobe LiveMotion 2.0 software, this guide contains a complete description of all features.
- The *Adobe LiveMotion 2.0 Scripting Guide*. Also included with the Adobe LiveMotion 2.0 software, this guide provides details on LiveMotion 2.0's scripting capabilities.
- The *LiveMotion Video Quick Start Guide*, available on the application CD.
- Online Help, an online version of the User Guide, which you can view by choosing Help > Contents. (For more information, see Lesson 1, "Getting to Know the Work Area.")
- The Adobe Web site (www.adobe.com), which you can view by choosing Help > Adobe Online if you have a connection to the World Wide Web.

Adobe Certification

The Adobe Training and Certification Programs are designed to help Adobe customers improve and promote their product proficiency skills. The Adobe Certified Expert (ACE) program is designed to recognize the high-level skills of expert users. Adobe Certified Training Providers (ACTP) use only Adobe Certified Experts to teach Adobe software classes. Available in either ACTP classrooms or on site, the ACE program is the best way to master Adobe products. For Adobe Certified Training Programs information, visit the Partnering with Adobe Web site at <http://partners.adobe.com>.