

ADOBE® FLASH® CS4 PROFESSIONAL

Create and deliver rich interactive content

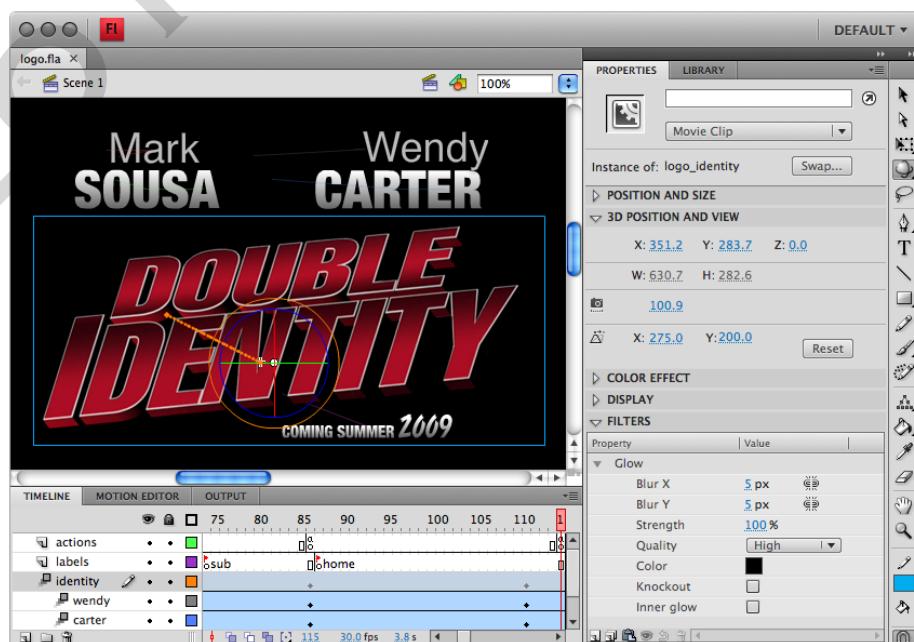


Adobe Flash CS4 Professional is also available as a component of:

- Adobe Creative Suite® 4 Web Premium
- Adobe Creative Suite 4 Web Standard
- Adobe Creative Suite 4 Design Premium
- Adobe Creative Suite 4 Production Premium
- Adobe Creative Suite 4 Master Collection

Adobe Flash CS4 Professional is the industry-leading authoring environment for creating engaging interactive experiences. Its friendly yet powerful new tools for animation and collaboration help you deliver rich dynamic content to wide audiences across browsers, desktops, and devices.

Adobe Flash CS4 Professional software offers a completely renewed focus on ease of use. An object-based animation model makes working in Flash more approachable—and equally more productive. Adjust timing quickly without breaking tweens, modify motion paths using Bezier curves, and tweak attributes like rotation, size, and color independently. Powerful new design tools such as 3D Translation and 3D Rotation, Bones, and Deco open the door to new creative possibilities. Unrivaled as an interactive design tool, Flash CS4 is the one place to bring it all together—importing content from other creative software and working smoothly with other Adobe products—to create inspirational experiences that go just about anywhere. Use Adobe Media Encoder to integrate high-definition H.264 video to reach wide audiences whether you're publishing content to a web browser, a mobile device, or directly to the desktop with Adobe AIR™. More so than any previous release, Flash CS4 enables creative professionals to bring ideas to life in new ways.



Add exciting perspective to your interactive designs with the new 3D Rotation tool in Flash CS4 Professional.



With Adobe Flash CS4 Professional, you can:

Top new features

- Object-based animation model (Page 2)
- 3D transformations (Page 4)
- Inverse kinematics with the Bones tool (Page 5)
- Procedural modeling with the Deco tool (Page 5)
- Motion Editor panel (Page 6)
- Motion Presets panel (Page 7)
- Authoring for Adobe AIR (Page 7)
- XFL support (Page 7)
- Metadata support (Page 7)
- Adobe Media Encoder with H.264 (Page 8)

Design with ease and efficiency. Designing in Flash has never been easier. A new object-based animation model applies tweens directly to symbols; Bezier curves allow you to smoothly modify automatically generated motion paths; and a new Motion Presets panel makes it simple to save and then apply your favorite animations to any object. Experienced Flash users will also appreciate a new Motion Editor panel that offers granular levels of attribute and easing controls, which are used to create smooth, fine-tuned animations.

Explore new creative possibilities. New and exciting creative tools such as 3D Translation and 3D Rotation, Bones, and Deco offer an interactive playground for you to explore your vision and creativity. Bring visual experiences into a new dimension by animating 2D objects through 3D space. Use the Bones tool to easily create chain-like effects or intuitive behaviors between symbols and add interesting and organic expression to your designs with the Deco tool.

Collaborate across workflows. Adobe Flash CS4 Professional makes it even easier for designers and developers to work hand in hand. The XFL file format enables users to open content from Adobe After Effects® CS4 software and Adobe InDesign® CS4 software directly in Flash CS4, and now you can import a code-only ActionScript™ 3.0 SWC component developed in Adobe Flex® Builder™ software. In addition, XMP metadata support allows users to quickly find and share SWF files, and a common user interface across the Creative Suite 4 Web and Design products makes it easy to switch between applications.

Deliver for a wide audience. The success of a project ultimately relies on how many people can view and interact with it. Adobe Flash CS4 Professional is the one place to bring assets together and deliver brilliant interactive experiences that go where your audiences are—web browsers, desktops, and mobile devices. XMP metadata support for mobile content enhances the mobile experience, and new publishing features allow you to instantly generate Adobe AIR applications that seamlessly bring your content directly to the desktop.

Top new features of Adobe Flash CS4 Professional

Adobe Flash CS4 Professional contains hundreds of enhancements, including an easy-to-customize user interface consistent with other components within the Adobe Creative Suite 4 family of software. Listed here are the most significant new features found in Adobe Flash CS4 Professional.

Object-based animation model

In previous versions of Flash, creating an animation on the Timeline involved a myriad of keystrokes and commands involving symbol creation, manual placement of keyframes, and manual tween adjustments on the Timeline itself. Even upon the successful creation of an animation, users faced time-consuming and sometimes difficult editing tasks whenever changes had to be made.

The adoption of an object-based animation model means that motion tweens are applied directly to objects instead of to keyframes. Now, Flash CS4 Professional is far more approachable for new users, while simultaneously providing advanced designers and developers far greater control of individual animation attributes.

Creating a motion tween

With Flash CS4, tweening, or the interpolation of steps between keyframes, is now applied directly to objects, rather than to keyframes in the Timeline. In fact, the new object-based animation model enables users to create animations without using the Timeline at all.

Creating an animation in Flash CS4 is now an incredibly simple two-step process:

1. Right-click on any object, and then choose Create Motion Tween.
2. Move the object.

That's it—you're done. It's really that easy.

But don't let the simplicity fool you. While a designer need only click the mouse a few times, Flash CS4 works behind the scenes to reduce the number of steps necessary to offer a smoother user experience. For example, experienced Flash users know that they must first convert objects to symbols before applying motion tweens to them. Now, if you try to apply a motion tween to an object that isn't a symbol, Flash CS4 automatically converts the object to a symbol without interrupting the tweening process. Streamlining object-to-symbol conversion allows new users to get started quickly with minimal frustration and expert users to get more done faster.



If you don't create a symbol, Flash CS4 Professional will create one for you—just one example of how much easier it is to get started creating animated content in Flash CS4.

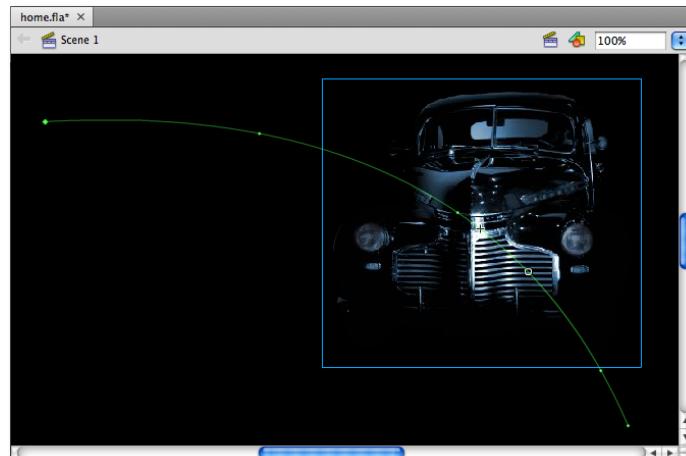
Editing a motion tween

If creating an animation proves just how user-friendly Flash CS4 can be, the process of editing an animation likewise proves how powerful this new version can be. For example, motion paths are now automatically generated and easily modified with Bezier handles. In addition, timing can be adjusted throughout an animation without having to manually set keyframes in the Timeline, and—more importantly—without breaking tweens. This provides significant efficiency with more intuitive interaction and control.

The new object-based animation model allows you to do things that were either extremely difficult or impossible to do with previous versions of Flash:

- Adjust the timing of any animation. Simply drag the span on the Timeline, and the animation—including any and all keyframes—scales accordingly.
- Apply individual animations to multiple symbols—all within the same frame.
- Easily edit a motion path. When an animation is created, a motion path is automatically generated, and can be edited as easily as any regular Bezier path.

In summary, the new object-based animation model in Flash CS4 brings valuable benefits for all kinds of users—beginner, intermediate, and advanced.



Motion paths are automatically created in Flash CS4 and can be edited as normal Bezier paths. Each dot on the path represents a frame in the animation, making it easy to quickly identify an object's position in the Timeline.



Use the intuitive 3D Translation tool to quickly and easily position any symbol in 3D space.

3D transformations

Bringing perspective and dimension to your design can add an element of excitement and fun to any project. But until now, the ability to create 3D motion was available only to expert users via ActionScript or other sophisticated tools. Now, with Flash CS4, you can animate 2D objects through 3D space with new easy-to-use 3D transformation tools, greatly extending creative possibilities. Built for inexperienced and advanced users alike, the 3D transformation tools make motion effects available to everyone.

Specifically, Flash CS4 features two new tools for applying 3D effects:

- The 3D Translation tool provides visually intuitive x-, y-, and z-axis object manipulation.
- The 3D Rotation tool allows you to spin and twirl your art within a 3D space.

You can apply local or global rotation to move an object within relationship to itself or to the stage and fine-tune perspectives with complete control over vanishing-point location and perspective angle. A global vanishing point enables you to define the location at which your animation disappears in the distance.

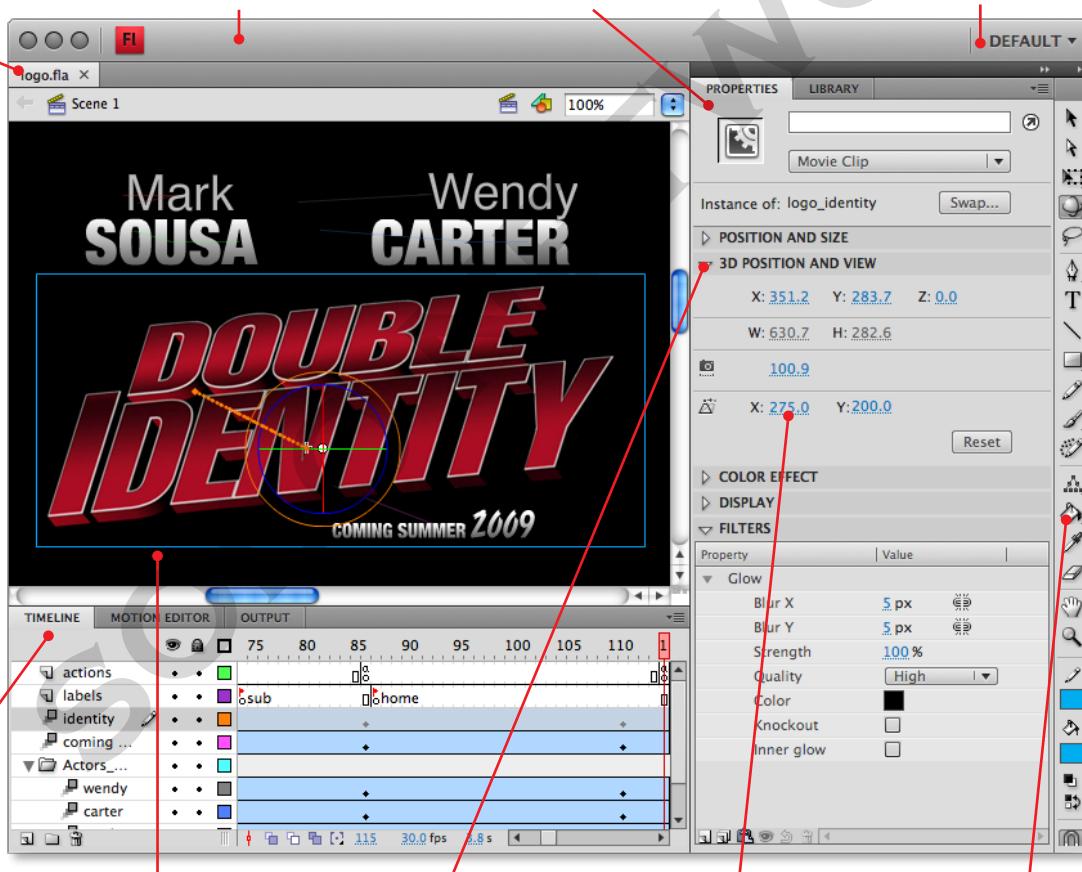
Explore a refined and more efficient user interface

Tabbed documents make it easy to jump between open files.

A single application frame provides a more efficient workspace and prevents documents from becoming hidden beneath panels.

The Properties panel has been redesigned in a more efficient vertical format. Positioned on the side, it allows more space for the Stage.

Workspaces allow users to quickly switch user interface layouts to better focus on specific tasks.



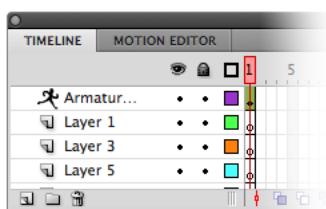
The default position of the Timeline is now at the bottom of the screen, putting focus on the Stage and matching the layout of After Effects.

The Stage now takes center stage. Rendering has also been improved, which translates to less reliance on the Test Movie command.

Accordion sections make it possible for users to choose desired information.

Scrubby text allows users to simply click and drag on values to edit their settings, just as in Photoshop and After Effects.

Positioned on the far right by default, the Tools panel is refined and doesn't distract a user from items on the Stage.



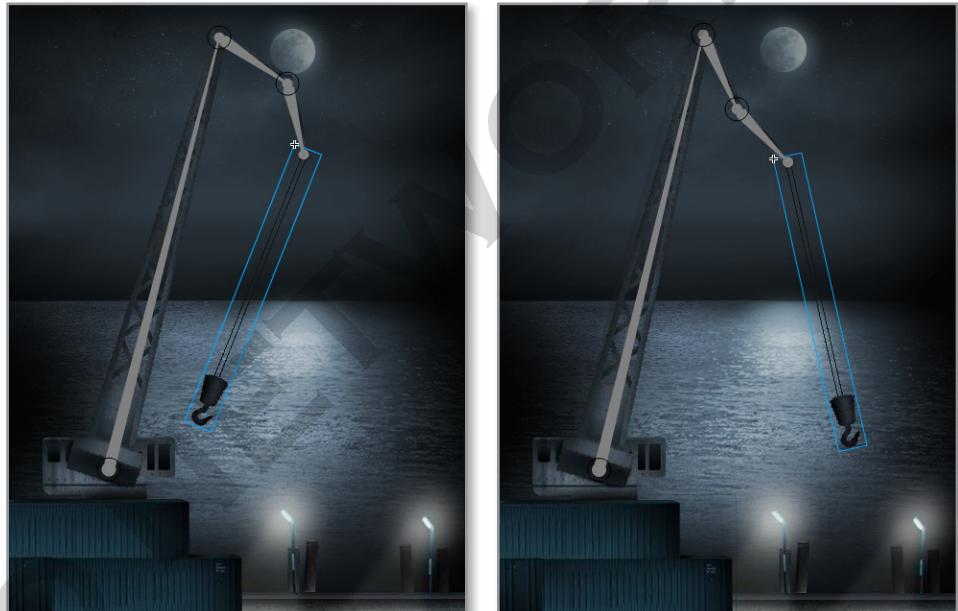
When you use the Bones tool to establish relationships between symbols, Flash CS4 creates an Armature layer, which allows you to fine-tune the IK behavior.

Inverse kinematics with the Bones tool

Those who live and breathe animation may be familiar with the term *inverse kinematics*, or IK, which is a method used to create chain-like effects with a series of linked objects or to quickly distort single objects. Much like the bones in the human body form a skeleton that moves and behaves in a definitive way, the new Bones tool in Flash CS4 allows you to link a series of symbols together with “bones” that can be quickly and easily animated and then controlled relative to one another.

With the new Bones tool, simply click and drag between separate symbols that you’ve already created. This defines an Armature layer that allows organic and complex motions. You can also control the motion by applying constraints to individual symbols. This makes puppeting and quick distortion practical and more approachable for most users.

To use inverse kinematics in Flash CS4, you use the Bones tool to link different symbols together or apply constraints on individual ones. To further control the distortion of single objects, use the Bind tool to carefully define how each part of the shape reacts when another part moves, bringing a new, sophisticated level of expressiveness to even single-shape animations.



Left: A group of symbols with “bones” already defined between them.

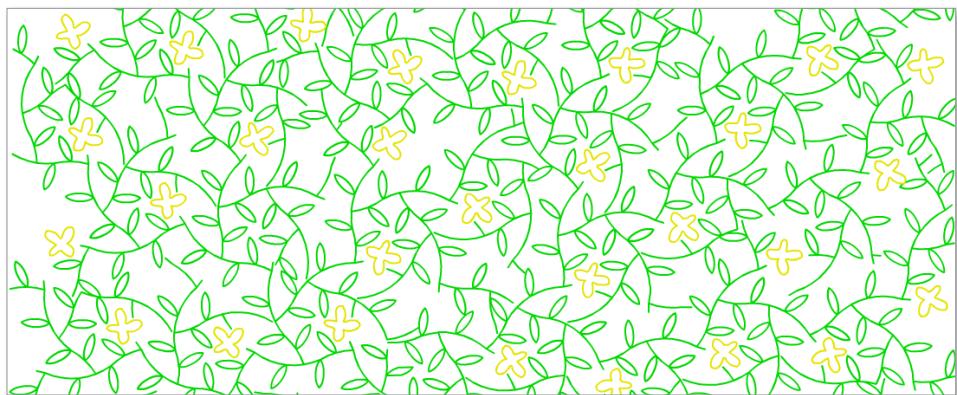
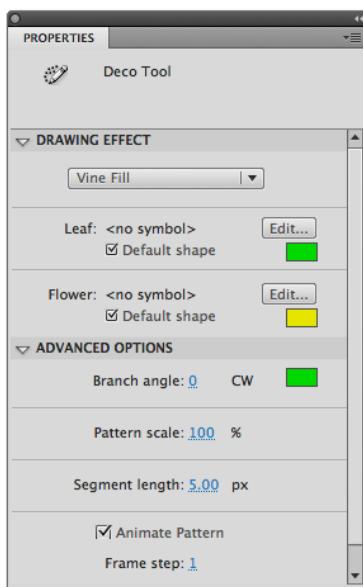
Right: When one of the symbols moves, all of the connected symbols move and react in a defined relationship to each other.

Once you’ve defined an armature, you can even enable an option called Runtime in the Properties panel, which allows users to control or interact with the linked objects themselves as your content plays in Adobe Flash Player.

Inverse kinematics with the Bones tool allows new users to work with advanced Flash functionality sooner, opens up new creative possibilities for experienced designers, and saves time for almost any user who would have previously used ActionScript to define complex symbol interactions and behaviors.

Procedural modeling with the Deco tool

If you think Flash CS4 is all about technical stuff that does nothing for the design side of the brain, think again. The Deco tool is a fantastic new addition that literally blossoms forth with symmetry and creativity as you turn any symbol into an instant design element. Whether creating patterns or kaleidoscope-like effects using single or multiple symbols, the Deco tool provides a new way to create and apply symbols to your work.



Procedural modeling with the Deco tool enables you to explore, using patterns and designs that previously required complex ActionScript.

Based on settings specified by the designer in the Properties panel, the Deco tool, using and applying algorithmic calculations to selected symbols in a process known as *procedural modeling*, enables designers to express their creativity with different drawing effects:

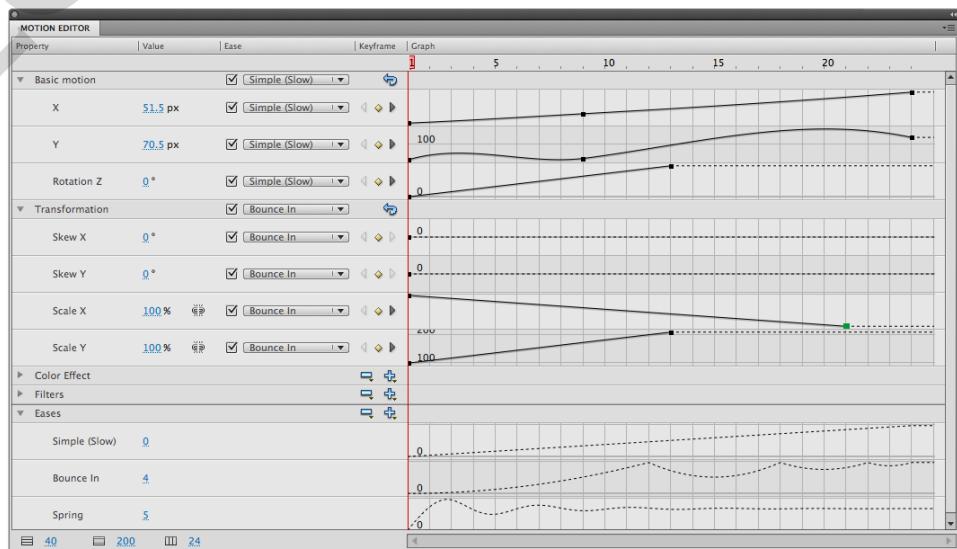
- The Vine Fill drawing effect fills any shape or background with a branching pattern formation. Designers can use already included images or substitute custom graphics.
- The Grid Fill drawing effect fills any shape or background with a pattern of the selected symbol. Designers interested in patterns, intricate drawing options, and rich textures and surfaces can now create and apply them to spaces or objects more easily.
- The Symmetry Brush allows designers to quickly create kaleidoscope-like effects and can be used with single and multiple symbols alike, providing even more creative options.

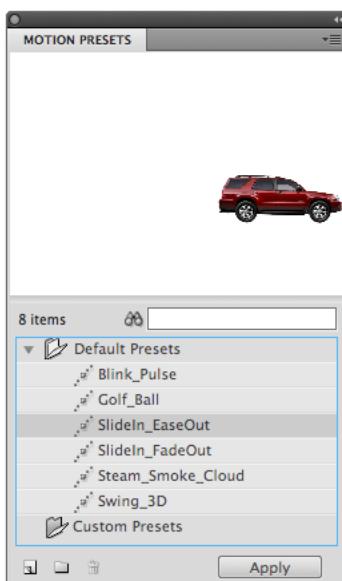
Motion Editor panel

With the new object-based animation model in Flash CS4 Professional, keyframes take on a new and significant role. You can now experience granular, independent control over every keyframe parameter, including rotation, size, scale, position, filters, and more, using the Motion Editor panel. Offering even more command over the creative presentation of your animations, the Motion Editor panel allows you to graphically control easing using curves.

Fine control over tweens was previously buried deep within Flash. Now, that power is brought to the surface through the Motion Editor panel, which enables Flash users to fine-tune animation parameters for each attribute. Advanced users will love this level of control, and the fact that it looks and behaves much like the keyframe editor in After Effects is an added bonus.

The Motion Editor panel offers a level of control similar to that found in Adobe After Effects. Curves allow you to precisely control easing for specific attributes—even 3D transformations.





Use motion presets to get projects started quickly. Share motion presets to ensure consistency of look and feel.

Motion Presets panel

Being efficient is a large part of being a successful designer or developer. To this end, Flash CS4 Professional provides a library of prebuilt animations to jump-start your project. A huge time-saver, motion presets are easy for anyone to create and use.

To define a motion preset, right-click on any object that has a tween applied to it, and choose Save As Motion Preset. To use a motion preset, simply select any symbol on the stage, choose a preset from the Motion Presets panel, and click Apply. Individual users who spend a lot of time with repetitive application of motion can increase their productivity through the use of motion presets. Additionally, motion presets can be shared or distributed to an entire team of users, enhancing team collaboration and consistency.

Authoring for Adobe AIR

Adobe AIR, the technology that makes Flash experiences on the desktop possible, is now built into Flash CS4 Professional. By



extending Flash beyond the browser with

custom desktop experiences and branding opportunities, Adobe AIR introduces exciting new methods for delivering interactive content. Using a new setting in the Publish dialog box, Flash CS4 automatically bundles all the necessary files to create an Adobe AIR application.

Adobe AIR allows you to leverage local desktop resources and data to deliver even more personal and engaging experiences. With the same skills you use to deliver to Flash Player, you can now reach even more audiences across more devices—web, mobile, and now the desktop.

Creating an Adobe AIR application is as easy as choosing a setting in the Publish Settings dialog box.



What's new in Adobe Bridge CS4

Adobe Bridge CS4—included with Flash CS4—is a visual file browser that helps you search, view, and sort through many assets to quickly find the ones you want. New features and enhancements include:

- Faster performance from startup to browsing, including an option to display previews embedded in raw images
- Easier access to task-based workspaces
- A new List view with rich data and familiar sorting controls
- Built-in preview and creation of HTML and Flash web galleries, and PDF contact sheets
- One-click full-screen previews
- Collections for organizing related assets in freeform or search-based virtual groups—even when assets are spread across multiple folders
- Fast, detailed search results thanks to integration with Spotlight in Mac OS X and Desktop Search in Windows Vista
- New review modes, such as Carousel View for quickly cycling through assets
- Smart analysis and auto-stacking of High Dynamic Range (HDR) and panoramic images for handoff to Photoshop
- New support for previewing 3D images
- Camera Raw improvements, including non-destructive application of dodge, burn, sharpen, and other adjustments

XFL support

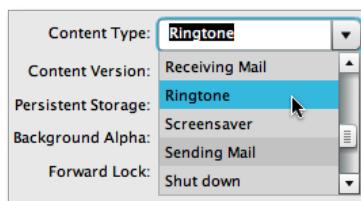
Adobe Flash CS4 Professional introduces support for XFL, a file format that allows for improved integration across the Creative Suite 4 family. Users can now easily export content from Adobe InDesign and Adobe After Effects to Flash. With XFL support, InDesign and After Effects users have new opportunities to begin using Flash.

For experienced creative professionals, XFL support means being better able to meet constantly changing production demands. While we know that print itself isn't dead, we also know that many designers are faced with providing content that appears both in print and on the web. Designers can now use Adobe InDesign to design their content for print, and then painlessly use XFL to export their layouts for use in Flash. This adds an entirely new dimension to cross-media publishing and is a practical solution for publishing houses that want to expand their print publications to new media.

Metadata support

As more and more digital content fills your hard drives and servers, it becomes increasingly difficult to quickly find the files you need. Metadata plays an important role in solving this problem by making files "smarter" about the content they hold. With metadata, finding the right content at the right time not only becomes easy—it also enables a level of collaboration that was not previously possible.

Adobe has played an active role in the support of metadata by helping to define and develop the Extensible Metadata Protocol (XMP) standard. Components of the Adobe Creative Suite



Adding metadata during the authoring process gives mobile devices the ability to identify content type, allowing for a better user experience.

family of software have supported XMP in the past; now, Flash CS4 Professional adds support for XMP metadata as well, allowing designers to leverage the power of Adobe Bridge in their workflow.

But the benefits of the new metadata support in Flash CS4 extend far beyond the designer's desktop and work environment. Metadata also enables mobile devices to identify the type of content being played, allowing mobile and Flash developers to deliver a better user experience to mobile devices.

Adobe Media Encoder with H.264 support

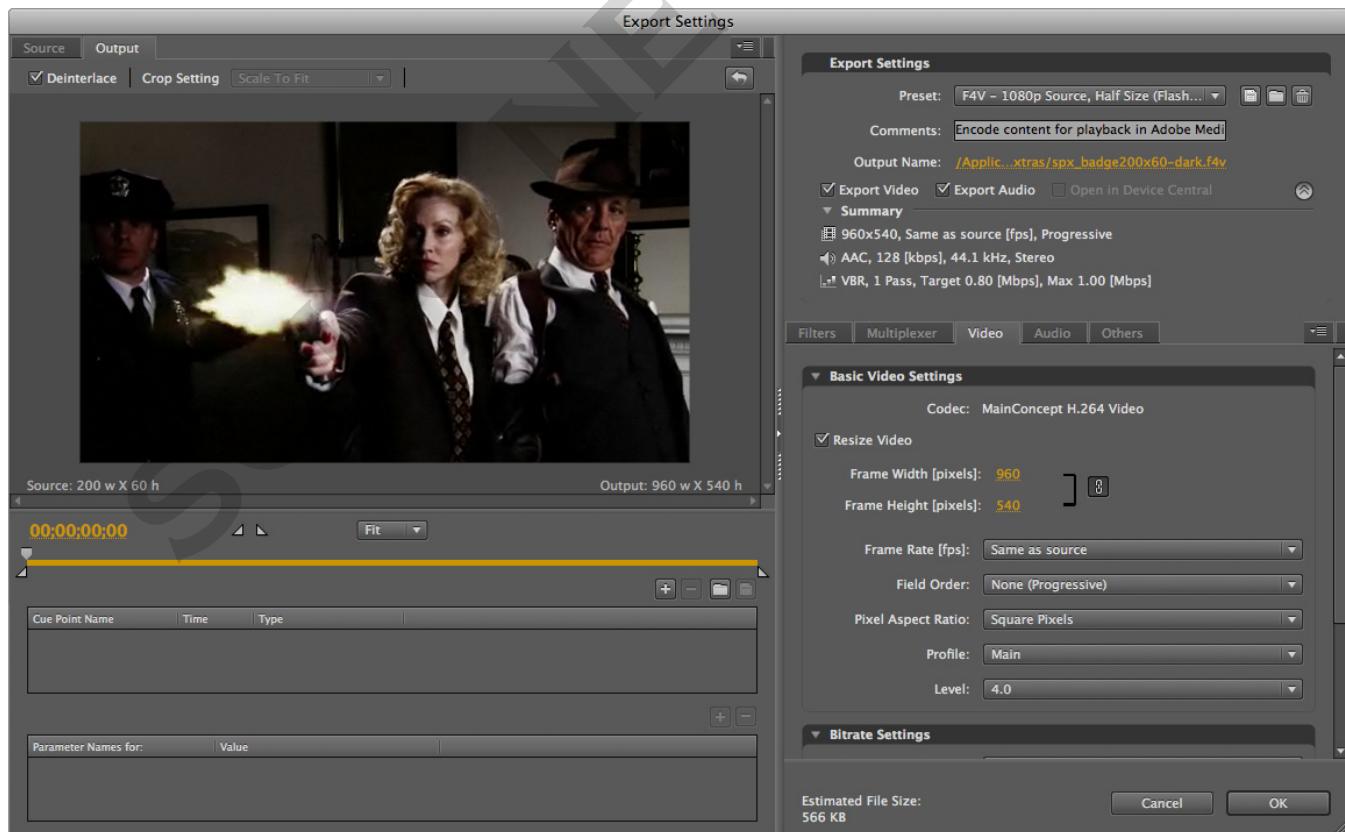
Video content is fast becoming a first-class citizen on the web. As companies make the decision to add more video content to their online presence, designers and developers struggle to find that happy medium—video content that is high in quality but small in file size. With more and more people using their mobile devices to view video content, developers must be acutely aware of bandwidth issues—without budging an inch on quality. So it's no surprise that Adobe Flash Player 10 supports what has become the standard in high-quality/low-bandwidth video content—H.264.

Now, developers can deliver high-quality video with more control than ever before. Adobe Media Encoder—the same tool found in other Adobe professional video products such as Adobe Premiere Pro CS4 software and After Effects CS4—now supports H.264 and is included with Flash CS4 Professional.

Adobe Media Encoder automates the process of creating multiple encoded versions of your content using the batch encoder, making higher quality video delivery easier and more reliable—essential for the growing distribution of video created with Flash.

Maximizing productivity by encoding in the background while you work, Adobe Media Encoder lets you encode to a wide variety of video formats, including FLV and F4V. Adobe Media Encoder also offers improved video quality, thanks to two-pass variable bit-rate encoding and support for H.264.

Use Adobe Media Encoder to batch process high-quality H.264 video content.



Mac OS

- PowerPC® G5 or multicore Intel® processor
- Mac OS X v10.4.11–10.5.4
- 1GB of RAM
- 4GB of available hard-disk space for installation; additional free space required during installation (cannot install on a volume that uses a case-sensitive file system or on flash-based storage devices)
- 1,024x768 display (1,280x800 recommended) with 16-bit video card
- DVD-ROM drive
- QuickTime 7.1.2 software required for multimedia features
- Broadband Internet connection required for online services

Windows

- 1GHz or faster processor
- Microsoft® Windows® XP with Service Pack 2 (Service Pack 3 recommended) or Windows Vista® Home Premium, Business, Ultimate, or Enterprise with Service Pack 1 (certified for 32-bit Windows XP and Windows Vista)
- 1GB of RAM
- 3.5GB of available hard-disk space for installation; additional free space required during installation (cannot install on flash-based storage devices)
- 1,024x768 display (1,280x800 recommended) with 16-bit video card
- DVD-ROM drive
- QuickTime 7.1.2 software required for multimedia features
- Broadband Internet connection required for online services

For updates to system requirements, visit www.adobe.com/products/flash/systemreqs.

Expected ship date

Fourth quarter 2008

For more information

For more details about Adobe Flash CS4 Professional, visit www.adobe.com/flash.

Creative Pro Online Services: Information, ideas, and inspiration

Connect to the power of the Adobe online creative community through your desktop with Creative Pro Online Services. New from Adobe, these online services are accessible from within Adobe Flash CS4 Professional. Take your ideas to the next level with real-time access to current support resources, other creative professionals in the Adobe network, and next-generation, community-driven design tools.

- Get the power of a targeted, online search engine with Adobe Community Help. Searchable content includes in-depth, product-specific results, plus additional relevant content chosen by Adobe experts and real-world design and production community leaders.
- Share your screen and collaborate in real time with colleagues, clients, and peers—regardless of their location—using Adobe ConnectNow, one of the services of Acrobat.com. Invite up to two online guests at a time to view and collaborate live for no additional service charge.
- Explore, create, and share color themes with Adobe Kuler™. Kick start your creative projects with color inspiration from the online Kuler community. Browse thousands of themes by newest, most popular, or highest rated—or search themes by tag word, title, or creator.
- Visit Adobe Bridge Home—an online channel available in Adobe Bridge CS4—and stay up to date with what's new from Adobe and the design, web development, and audio-visual production communities at large.

Part of the Adobe Creative Suite 4 family

Adobe Flash CS4 Professional is also an important component of the Adobe Creative Suite 4 family of software. Creative Suite 4 Design Premium is everything a modern designer needs to create eye-catching images, breathtaking graphics, expert typography, precision layout, and high-quality production for print, web, interactive, and mobile content. Creative Suite 4 Web Premium software is a complete solution for creating interactive websites, applications, user interfaces, presentations, mobile device content, Adobe AIR applications, and other digital experiences. Creative Suite 4 Production Premium is must-have software for creative professionals who need to craft world-class video, audio, and interactive media—online, on device, and invariably on deadline. Creative Suite 4 Master Collection brings the power of design, web, and video tools together in one comprehensive offering.

Availability and pricing

Adobe Flash CS4 Professional will be available in North America for an estimated street price of US\$699, directly from Adobe or through Adobe Authorized Resellers. To order directly from Adobe, visit the Adobe Store at www.adobe.com or call 1-800-833-6687.

Licensed owners of Adobe Flash CS3 Professional, Macromedia Flash Professional 8, or Macromedia Flash MX 2004 can upgrade to Adobe Flash CS4 Professional for US\$199. Licensed owners of Flash CS3 Professional, Flash Professional 8, or Flash MX 2004 are also eligible for special upgrade pricing to Adobe Creative Suite 4 Web Premium and Web Standard, Adobe Creative Suite 4 Design Premium, or Adobe Creative Suite 4 Production Premium.

A complete description of upgrade eligibility and pricing is available in a separate Pricing Overview document. For volume licensing information, contact an Adobe Licensing Center or go to www.adobe.com. Estimated street prices do not include taxes, shipping, handling, or other related expenses. Information on pricing and support policies outside of North America and for Education customers will be available separately.

About Adobe Systems Incorporated

Adobe revolutionizes how the world engages with ideas and information—anytime, anywhere, and through any medium. For more information, visit www.adobe.com.



Adobe Systems Incorporated
345 Park Avenue
San Jose, CA 95110-2704
USA
www.adobe.com

Adobe, the Adobe logo, ActionScript, Adobe AIR, Adobe Premiere, After Effects, ConnectNow, Creative Suite, Flash, Flex Builder, InDesign, and Kuler are either registered trademarks or trademarks of Adobe Systems Incorporated in the United States and/or other countries. Mac, Mac OS, and Macintosh, are trademarks of Apple Computer, Inc., registered in the United States and other countries. QuickTime is a trademark used under license. Intel and Pentium are trademarks or registered trademarks of Intel Corporation or its subsidiaries in the United States and other countries. PowerPC is a trademark of International Business Machines Corporation in the United States, other countries, or both. Microsoft and Windows are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. All other trademarks are the property of their respective owners. This product may allow you to access certain features that are hosted online ("online services"), provided you have a high-speed Internet connection. The online services, and some features thereof, may not be available in all countries, languages and/or currencies and may be discontinued in whole or in part without notice. Use of the online services is governed by separate terms of use and by the Adobe privacy policy, and access to these services may require user registration. Some online services, including services that are initially offered at no charge, may be subject to additional fees. For additional details and to review the terms of use and privacy policy, please visit www.adobe.com. © 2008 Adobe Systems Incorporated. All rights reserved. Printed in the USA. 08/14/08