Adobe Flash Cs3 Motion Guide

With Adobe's acquisition of Macromedia, millions of Photoshop users may be installing Flash for the first time and Flash CS3 Professional for Windows and Macintosh: Visual QuickStart Guide is there to show them what to do. From basic first steps, such as exploring the drawing tools, including Flash CS3's new Pen tool, to frame-by-frame animation, motion tweening, and shape tweening, this book serves as the beginner's guide to Flash. But it doesn't stop there: sections on interactivity, sound, and video have been fully updated to demonstrate best practices in ActionScript 3.0, as well as the latest in Flash's video technology.
Two of the savviest Flash experts in the industry show you how to add impact to your Web content. Robert Reinhardt and Snow Dowd know all the techniques and tricks, and they take you under the hood in this one-stop total reference guide to Flash CS3 Professional. Follow their tutorials, learn from cool examples, and discover insider secrets you won't find in any other book. Don't miss the special 16-page color insert loaded with spectacular examples. Also includes a CD-ROM. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.
The Guerrilla Guide to Animation: Making Animated Films Outside the Mainstream seeks to teach those not able to afford animation training or who seek to find an alternate path. It's meant to provide the outsider, the anarchist, the rebel, guidance into the world of 2D animation. Provocatively written, the author's experience in directing and teaching makes him the perfect source for all of those would-be animators out there. >
Bestselling book on After Effects — now fully revised for CS3.
How to Cheat in Adobe Flash CS3
Adode After Effects CS3
50 Kreasi Efek Animasi Teks Flash Cs3+cd
Teach Yourself VISUALLY Flash CS3 Professional
Web Video and Flash Media Server
Веб-мастеринг: HTML, CSS, JavaScript, PHP, CMS, графика, раскрутка
Frustrated by the overwhelming nature of Flash? Want to get up to speed with the program fast so you can concentrate on your animation? Need to solve problems quickly to get work done to time and to budget? Then 'How to Cheat in Flash' is for you! This book is different from the rest because it shows you, step by step, how to work from the problem to the solution when creating Flash animations, from the viewpoint of an animator who has been commissioned to create a job and is working to a deadline. It is task orientated; every example shows real life commercial work. So, it's not so much a case of 'what does this filter/tool/option do?', as 'this is the task I've been set - how do I achieve it?' The solution may involve a variety of tools and techniques; it may take many steps to complete, or only a few. The free CD-Rom includes all the files you need to put your skills into practice as you read, and much more! It's an accessible (conversational in style), practical book and CD package which also provides artistic inspiration, a goldmine of timesaving practical

tips, tricks and step-by-step workthroughs. You will wonder how you survived without it.

Explore the world of open source Flash and discover which tools are available. Learn how to identify which tool you need and how to best fit it into your workflow. Step-by-step walk-throughs guide you through development with the most popular open source Flash tools. Written by the project leads and open source Flash aficionados. The Essential Guide to Open Source Flash Development is a practical development guide to creating Flash applications with open source Flash tools and workflows. You will walk away with an understanding of what tools will best suit your current situation, making your development easier and more productive, and with the knowledge of how to install and set up some of the best tools available, including the following: Papervision3D: to create 3D in Flash Red5: to stream video over the internet SWX: to build data-driven mashups and mobile apps Fuse: to make ActionScript animation a cinch Go: to build your own animation tools in ActionScript 3.0 haXe: to create Flash files and more AMFPHP: to communicate between Flash and php Open source Flash has been a revolution for Flash and has made a major impact on how people build Flash content. The open source tools available expand on Flash's existing tool set, enabling you to perform such tasks as easily create full 3D in Flash or hook up to an open source video-streaming server. Many of these useful tools are powerful yet lack documentation. this book explains in step-by-step detail how to use the most popular open source Flash tools. If you want to expand your Flash tool set and explore the open source Flash community, then this book is for you. If you already use some open source Flash tools, then you will find this book a useful documentation resource as well as an eye-opener to the other tools that are available.

For any professional designer or developer working in the world of web technologies or multimedia, Flash is the must-have application, and knowing how to use it effectively is vital. Add in ActionScript 3.0, and Flash becomes an even more powerful tool for the development of high-performance web applications. The Essential Guide to Flash CS4 with ActionScript introduces and explores the possibilities available to you by using Flash CS4. You will learn the basics of Flash's working environment and, using a step-by-step approach, work through the features of Flash and ActionScript needed to quickly achieve results. From navigating the interface to using graphic tools to write scripts and troubleshoot, you'll master deploying highly interactive applications with rich audio, video, and animation. Written for the beginning-to-intermediate Flash user, this book uses complete examples that highlight best practices that you can apply to your daily work as a developer or designer in today's rich media world.

The first-ever Classroom in a Book for Flash.

The Professional Portfolio

Bl Efek-efek Pilihan Flash Cs3 + Cd

Reformasi hukum di Indonesia

The Guerrilla Guide to Animation

The Essential Guide to Flash CS4 AIR Development
The Art of Design and Animation
Whether you're looking to show off your digital photos or launch your own blog, Creating Web Pages All-In-One Desk Reference For Dummies, 3rd Edition delivers all the know-how you need to create Web pages for any need. It demystifies technical topics like HTML and Cascading Style Sheets, gives you the lowdown on adding sound and video to a page, and shows you how to put the latest versions of Dreamweaver and Flash to work. These nine minibooks show you the easy way to create great-looking pages with all the bells and whistles. They're completely revised and updated to cover new page design tools and trends. Three all-new minibooks show you how to use Microsoft's new Expressions Web tool to build simple but dazzling pages at online services such as Google Pages, MySpace, and eBay. You'll also learn how to tweak a site's look and feel with Cascading Style Sheets. Discover how to: Create user-friendly page designs Build a blog or photo page Fine-tune your firewall Fine-tune pages with HTML or CSS Spice up your pages with video and animation Use templates to save time and frustration Reduce exposure by controlling user tasks Create interactive features such as clickable images Generate sophisticated graphic effects and movies with FlashDiscover So what are you waiting for? Get Creating Web Pages All-In-One Desk Reference For Dummies, 3rd Edition and start smartening up your Web pages now!
We all know what a great tool Flash is for creating dynamic, engaging web content, and Adobe's CS4 release just makes it even better. Among the newer features is the ability to take all the power of Flash for the Web and put in on the desktop using AIR. AIR capability is built right into the Flash CS4 integrated development environment, which means you can start writing desktop applications right away. This book not only covers the essentials of using Flash with AIR (and AIR with Flash), but also shows you how to extend application functionality in new ways. Once you've got Flash on the desktop, you're no longer constrained by the limitations of running inside a web browser. You'll have access to the local desktop file system, and AIR adds SQLite functionality for native database support. And just as Flash animations have a consistent look and feel across browsers, AIR allows you to create applications that work consistently across operating systems—Mac OS X, Windows, and Linux. For any Flash developer who wants to go from the Web to the desktop (and who doesn't?), this book is required reading. It not only tells you how to do it, but is full of practical, easy-to-follow examples that will have you building desktop AIR applications with Flash in no time. Expanding your existing Flash skills with the Essential Guide to Flash CS4 AIR Development will make you an even more potent and indispensable force on any development team!
Приводятся общие сведения о работе в программе Adobe Flash CS3. Подробно описан интерфейс программы, даны основные приемы работы. Отдельно рассмотрены вопросы рисования во Flash-фильме, настройки анимации, программирования интерактивных элементов и экспорта Flash-фильма. Книга актуальна для пользователей обоих изданий Flash Standard и Flash Professional, причем большая часть материала будет полезной и тем,

**кто еще работает с предыдущей версией Flash 8. Видеокурс, прилагаемый к книге на компакт-диске, отлично дополняет материал и дает читателю возможность посмотреть, как осуществляется работа во Flash на практике. Файлы для книги можно скачать по ссылке ftp://ftp.bhv.ru/9785977500449.zip Sams Teach Yourself Adobe Flash CS3 Professional in 24 Hours Phillip Kerman 24 Proven One-hour Lessons In just 24 lessons of one hour or less, you will be able to create dynamic animations using Adobe® Flash® CS3 Professional. Using a straightforward, step-by-step approach, each lesson builds on the previous ones, enabling you to learn the essentials of Flash from the ground up. Step-by-step instructions carefully walk you through the most common Flash tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. By the Way notes present interesting information related to the discussion. Did You Know? tips offer advice or show you easier ways to do something. Watch Out! cautions alert you to possible problems, and give you advice on how to avoid them. Learn how to… o Create, optimize, and export dynamic animated movies for the Web, disk, or CD o Integrate Flash animations with static HTML pages o Use Flash's vector graphics tools, including filters and blends, to create drawings and animations o Use digital video in Flash movies o Animate using time-tested techniques and Flash's special "tweening" features o Create powerful, interactive movies using the basics of ActionScript o Design Button, Graphic, and Movie Clip symbols and use them over and over without increasing file size o Import existing graphics from Illustrator® and Photoshop® Phillip Kerman is an internationally recognized expert on the use of the Web and multimedia for training and entertainment. He frequently presents at Flash user conferences and has taught Flash and other authoring tools in workshops around the world. Register your book at www.samspublishing.com/register for convenient access to downloads, updates, and corrections as they become available.
Adobe Flash CS3 Professional
Visual QuickPro Guide
Flash CS3 For Dummies
Professional
Hands-on Guide to Flash Video
Flash CS3: The Missing Manual**

O Flash é o líder entre os softwares de desenvolvimento de animações e conteúdo multimídia interativo para a Web. Muito mais do que um programa "que faz desenhos animados", ele é hoje, em sua versão CS3, uma poderosa caixa de ferramentas que permite a criação dos mais variados formatos de conteúdo multimídia voltados para a Internet, incluindo vídeos e softwares educacionais e de treinamento profissional. Por meio deste livro, com conteúdo 100% prático, o leitor aprenderá a: - Criar animações rapidamente. - Modificar facilmente caminhos de movimento de uma animação já existente. - Criar e manipular ActionScripts. - Desenhar e atribuir funções a botões, menus e outros objetos. - Criar vídeos no formato Flash para visualização na Web e em aparelhos DVDs. E muito mais.

Flash is the most ubiquitous technology today for creating and deploying dynamic content on the Web. From button rollovers to video animations, Flash not only brings pizzazz to the Web but also makes difficult concepts easier to understand through illustrations, diagrams, and so on.

Now that Flash CS3 Professional is part of the Adobe family, users new to the software as well as veteran users unfamiliar with added Adobe feature need quick access to key features and fundamental techniques. Adobe Flash CS3 Professional: 100 Essential Techniques provides users with what they need to know to start working in Flash. Each technique is presented in a self-contained unit of one or two pages so users can dive in and start working right away, unencumbered by lengthy descriptions or technical detail. For example, if readers want to know how to use Flash's new QuickTime export feature, they can turn directly to that page, quickly grasp the technique, as well as pick up a few tips along the way.

If you're a Flash designer looking for a solid overview of Flash CS4, this book is for you. Through the use of solid and practical exercises, you will soon master the fundamentals of this fourth edition of the Adobe Flash authoring tool. Using a series of carefully developed tutorials, you will be led from basic Flash CS4 techniques to the point where you can create animations, MP3 players, and customized Flash video players in no time. Each chapter focuses on a major aspect of Flash, and then lets you take the reins in a "Your Turn" exercise to create something amazing with what you've learned. This book focuses on the core skill set you need to feel at home with Flash CS4, and also introduces you to some of the biggest names in today's Flash community through interviews and actual "How To" examples, so you can learn from the masters. You will start by studying the Flash CS4 interface, and while you're at it, you'll be guided toward mastery of the fundamentals, such as movie clips, text, and graphics, which will lead you into some of the more fascinating aspects of Flash, including audio, video, animation, and 3D transformations. By the time you finish, you will have created an MP3 player and a Flash video player, been introduced to the basics of ActionScript 3.0, learned how to combine Flash with XML, styled Flash text with CSS, created animated scenes, and worked your way through a host of additional projects. All of these exercises are designed to give you the knowledge necessary to master Flash CS4 from the ground up. If you're already a seasoned Flash designer, this book will get you up to speed with the fourth version in relatively short order. This book covers all of the new Flash CS4 features, such as the new animation and 3D tools, the new Adobe Media Encoder, and a pair of the coolest new additions to the tools panel: a spray brush tool and a deco tool. You can discover more about this book, download source code, and more at the book's companion website: www.foundationflashcs4.com.

Need to solve problems quickly to develop creative projects to time and to budget? Want to hone your Flash skills so you can concentrate on your animation? Then How to Cheat in Flash is for you! Chris Georgenes shows how to work from the problem to the solution - from the viewpoint of an animator who has been commissioned to create a job and is working to a deadline and to a budget. With his in-depth knowledge of the little-known secrets used by the pros to produce creative, professional animations, Chris is the go-to guru for designers and animators who want to create great animation, applications or motion design with Flash. Fully updated for CS5, How to Cheat in Flash CS5, is a goldmine of artistic inspiration, timesaving practical tips, tricks and step-by-step workthroughs that you'll wonder how you survived without it. Each techniques is designed as a double-page spread so you can prop the book up behind your keyboard or next to your monitor as a visual reference while working alongside it. Many of these workthroughs are real-world client projects, with the source files supplied for you to open and explore. With these real-life professional projects you'll discover how to: bring objects to life with cool motion effects, make it rain, snow or set your world ablaze, develop flash mobile applications and many more tips and tricks not found anywhere else!

100 Essential Techniques

Learn Adobe Flash CS 4
Foundation Flash CS4 for Designers
Maximum PC
Adobe Flash CS3 Professional On Demand
Adobe Flash CS3 Professional How-Tos
Adobe Flash CS3 is the leading software for Web designers creating dynamic Web sites. Adobe Flash CS3 Professional Advanced for Windows and Macintosh: Visual QuickPro Guide offers the most efficient way for smart, creative, busy professionals to learn Flash. Updated to include the important new features in Flash CS3, this book covers the latest ActionScript standards that make Flash CS3 so powerful, and details the expanded support for rich media. This handy guide combines a visual approach with straightforward, step-by-step instructions and screenshots, concise explanations of animation techniques, and task-based learning. Taking the highly accessible instructional format of the popularVisual QuickStart Guides to a more advanced level, the book guides readers through all the intricacies and new features of this top-selling Web multimedia application.
Flash CS3 is a quick and easy answer for developing rich Web content and applications. Users can easily integrate and add interactivity with tools, develop content using pre-built components and effectively improve authoring capabilities with custom extensions. This book provides the in-depth, wide ranging coverage that enables Flash users to get the most out of the software.
*The Hands-On Guide to Flash Video is a professional reference book written by industry experts that are currently helping professionals produce Web video and implement Flash Media Server. This book covers Flash Video production from soup to nuts, beginning with how to configure your camcorder and ending to advanced server techniques like bandwidth detection and FMS logging and reporting. Real word lessons from case studies of successful Flash Video deployments are also included. Supplemental files located at: www.flashvideobook.com By reading this book, you'll learn to: * Shoot high quality video for streaming * Choose the best encoder and encoding techniques for producing Flash Video * Deploy Flash Video via progressive download or via the Flash Media Server. * Create and light a compression friendly set * Deinterlace and preprocess your video prior to encoding * Choose encoding parameters like data rate, resolution and frame rate * Optimize encoding with Sorenson Squeeze, Flix Pro and the Adobe Flash Video Encoder * Shoot and produce chromakey video for alpha channel delivery * Customize a Flash player via skinning, and use Cue Points for navigation * Setup, install, and maintain Flash Media Server Key Features Include: * Advanced Flash Media Server guidance and support * Tecniques for shooting Web video specifically for Flash streaming * Author tips from "in the trenches" experiences from two industry experts * Case studies show you real-world examples of successful Flash video deployment*
Maximum PC is the magazine that every computer fanatic, PC gamer or content creator must read. Each and every issue is packed with punishing

product reviews, insightful and innovative how-to stories and the illuminating technical articles that enthusiasts crave.
The art of design and animation
How to Cheat in Adobe Flash CS4
Adobe Flash CS3
Curso profissional Adobe Flash CS3
Making Animated Films Outside the Mainstream
Brilliant Adobe Flash CS3 Professional

With Adobe's acquisition of Macromedia, millions of Photoshop users may be installing Flash for the first time and Flash CS3 Professional for Windows and Macintosh: Visual QuickStart Guide is there to show them what to do. From basic first steps, such as exploring the drawing tools, including Flash CS3's new Pen tool, to frame-by-frame animation, motion tweening, and shape tweening, this book serves as the beginner's guide to Flash. But it doesn't stop there: sections on interactivity, sound, and video have been fully updated to demonstrate best practices in ActionScript 3.0, as well as the latest in Flash's video technology. Adobe Flash CS3 Professional FOR THOSE WHO WOULD RATHER BE SHOWN HOW THAN TOLD HOW SEE HOW TO • Improve publishing and productivity with the CS3 interface and templates • Browse, organize, and process files using Adobe Bridge and Version Cue • Import Photoshop and Illustrator files directly into Flash • Keep track of the changes in Flash on a per-object basis • Copy and paste graphic filters and motions • Create more compelling designs with built-in filter effects and gradients • Use blend modes to change the way the image of one object on the Stage is combined with other images • Preview changes to 9-slice scaled movie clips on Stage • Simplify common timeline and scripting tasks with Timeline Effects and Behaviors • Use Script Assisted mode to create scripts without detailed knowledge of ActionScript • Test content on different target devices using Adobe Device Central On the Web This book uses real world examples to give you a context in which to perform a task. This book also includes workshops to help you put together individual tasks into projects. The Flash example files that you need for project tasks are available at www.perspection.com. With the release of Adobe Creative Suite CS3, Dreamweaver is now part of the world's leading suite of creative tools, making it the de facto tool of choice for anyone designing for the Web. Adobe Dreamweaver CS3 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 readers step-by-step through the new features in Adobe Dreamweaver CS3, with all new chapters on building dynamic pages with Ajax and Spry, and designing for mobile devices. They also cover improvements to using styles and CSS in Dreamweaver, and the new Browser Compatibility Check in Dreamweaver CS3. Beginning users will learn to create their first Web site, add text, style and position page content, manage styles, work with links, incorporate images, media, tables, forms, and frames, design site navigation, and so much more. Experienced users will find this a convenient reference to the new features of Dreamweaver CS3.

Clear, step-by-step screen shots arranged in two-page lessons show you how to tackle more than 140 Flash CS3 Professional tasks. No long-winded explanations, just easy, visual directions for performing such necessary operations as creating objects, symbols, and instances; controlling playback with the Timeline; adding interactivity with buttons; organizing project assets with the Library; creating animation with tweens; and adding sound and video . Helpful sidebars offer practical tips and tricks, and it's all presented for the visual learner.

Sams Teach Yourself Adobe Flash CS3 Professional in 24 Hours

Aneka Kreasi Animasi Adobe Flash Cs3+cd

Visual QuickProject Guide

Adobe Creative Suite 3 Design Premium All-in-One Desk Reference For Dummies

Visual QuickStart Guide

How to Cheat in Adobe Flash CS5

This book is a design-slanted guide aimed at giving aspiring Flash designers a solid grounding in the new version, as well as giving established Flash designers a clear look over the new flash CS3 features. Written by renowned Flash designers Tom Green and David Stiller, it features real world examples throughout, presented in an accessible, friendly tutorial style. No other beginner's Flash CS3 guide is specifically aimed at designers. Flash still remains a huge market area, and in 2007 Adobe released Flash CS3 which boasts a whole host of new features for Flash designers to get excited about.

Need to solve problems quickly to develop creative projects to time and to budget? Want to hone your Flash skills so you can concentrate on your

animation? Then How to Cheat in Flash is for you! Chris Georgenes shows how to work from the problem to the solution - from the viewpoint of an animator who has been commissioned to create a job and is working to a deadline. With his in-depth knowledge of the little-known secrets used by the pros to produce creative, professional animations, Chris is THE go-to guru for designers and animators who want to create great animation, applications or motion design with Flash. This accessible, practical book and CD package is such a goldmine of artistic inspiration, timesaving practical tips, tricks and step-by-step walkthroughs that you'll wonder how you survived without it.

Adobe's Creative Suite is a tightly integrated, powerful, and cost-effective set of tools that gives you the power to create graphically rich content for print or the Web. Now, there's an all-in-one resource that explains each component of the Suite in easy-to-understand language and gets you up and running in no time! Loaded with invaluable tips from Adobe experts, Adobe Creative Suite 3 Design Premium For Dummies shows you how to use the different software packages included in Adobe's Creative Suite to publish your own projects, in print or electronic form. You get seven minibooks that span more than 750 pages, giving you the lowdown on today's hottest software tools — Acrobat, Flash, Illustrator, InDesign, Photoshop, and Dreamweaver — and showing you how to integrate the Suite. Completely updated to cover the latest features and enhancements of all the tools, this friendly how-to guide explains in plain English how to: Install and set up each program Use common menus and commands Import and export files Work with graphics, text, and fonts Understand page layout Draw with InDesign and share your work Use layers, filters, and effects in Illustrator Save Photoshop images for print and the Web Create and modify PDF files in Acrobat Build a Web site in Dreamweaver Work with images and sound in Flash Tackle advanced concepts And much, much more! Complete with a list of helpful resources, Adobe Creative Suite 3 Design Premium For Dummies is your powerhouse guide to getting the most out of each program!

With most U.S. households having Internet connections, more people than ever are looking to develop their own sophisticated Web sites. The need for easy-to-grasp information on how to make an interactive and well-designed site has never been higher as more people need to learn or improve their Web skills. For the busy professionals whose boss wants them to jazz up their Web site, or the student burning the midnight oil to put together some Web animations for a class, Creating a Web Site with Adobe Flash CS4 Professional: Visual QuickProject Guide is just the book they need to start creating Flash sites in an instant. Pared down to just the essentials, this book shows readers who are short on time just what they need to know to accomplish their first project in Flash. Topics covered include using the Flash authoring tool, creating and animating graphics, tweening, loading dynamic data, and adding sound and video, plus coverage of new Flash CS4 features. It's everything readers need to know to develop their Web site using Adobe Flash! The book's companion Web site offers project files and updates.

Adobe Flash CS3 Professional for Windows and Macintosh

The Essential Guide to Flash CS4 with ActionScript
Creating a Web Site with Flash CS4
Creating Web Pages All-in-One Desk Reference For Dummies
Spv Flash Cs3
Adobe Flash CS3 – это просто! Создаем Web-анимацию

Flash CS3 is the premier tool for creating web animations and interactive web sites, can be intimidating to learn. This entertaining reference tutorial provides a reader-friendly animation primer and a guided tour of all the program's tools and capabilities. Beginners will learn to use the software in no time, and experienced users will quickly take their skills to the next level. The book gives Flash users of all levels hands-on instructions to help them master: Special effects Morphing Adding audio and video Introducing interactivity And much more With Flash CS3: The Missing Manual you'll be able to turn an idea into a Flash animation, tutorial, or movie. This book will help you create online tutorials, training materials and full-blown presentations. It also teaches design principles throughout and helps you avoid elements that can distract or annoy an audience. This is the first new release of Flash since Adobe bought Macromedia, which means that it's the first version that will integrate easily with other Adobe products. It's a whole new ballgame when it comes to Flash, and Flash CS3: The Missing Manual offers you complete and objective coverage. It's the perfect companion to this powerful software.

DIV sercontentSince its introduction in 1996, Macromedia Flash has become the standard for delivering high impact, vector-based graphics to the Web. Flash is deceptively simple at first, yet has great depth and flexibility. Sams Teach Yourself Adobe Flash CS3 Professional in 24 Hours offers a clearly written, well-organized introduction to this powerful product, and gives the beginner an overview of the entire package, without becoming too overwhelming.

Pack pizzazz into your Web sites with Flash! Start with simple animation, or create whole pages in Flash The newest version of Flash offers all sorts of cool options for designing Web sites that stand out from the crowd, and this handy guide makes it easy. Enhance your site with animated graphics, boxes, or buttons; morph shapes; create text with exotically changing colors; add sound or video; and watch visitors flock to your site!

Книга поможет вам: проводить тонкую настройку сайта; моделировать динамические веб-страницы; создавать графические элементы; сопровождать и продвигать сайты в Интернете и многое другое. Для тех, кто хочет научиться эффективно решать задачи веб-мастеринга

The Essential Guide to Open Source Flash Development

Flash CS3 Professional for Windows and Macintosh
The Next Step
Html, Css, Javascript, Php, Cms, Grafika, Raskrutka
Dreamweaver CS3 for Windows and Macintosh
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