

Adobe® LiveMotion™

version
2.0

At A Glance

Fast, efficient design and development of interactive content

As audiences demand more from the Web, designers and developers need to create lightweight, dynamic content while maintaining connections to back-end databases. And as use of handheld devices, wireless phones, set-top boxes and other interactive media expands, designers and developers need flexible yet powerful tools to create content that accommodates these emerging technologies and media types. In short, designers and developers require an interactive animation tool to build content that effectively engages and informs an expanding and increasingly sophisticated audience.

LiveMotion 2.0 delivers a broad set of tools that empower designers and developers to fully execute their creative vision. This new version lets Web designers and developers rapidly design and develop interactive Macromedia® Flash™ (SWF) and QuickTime content for the Web and other delivery platforms. Powerful scripting capabilities including full ActionScript support, combined with both vector and raster tools, let users create dynamic, interactive content in a variety of formats, including Flash (SWF) and QuickTime.

The power of scripting extends to the LiveMotion authoring environment itself. By writing JavaScript-based automation scripts using the integrated coding tools, developers can automate any LiveMotion task in the design process. Designers can fully harness the power of these automation scripts through *Live Tabs*—custom user interfaces created within LiveMotion. LiveMotion users will be able to share automation scripts and *Live Tabs* with each other via the Adobe Xchange web site (<http://www.adobeXchange.com>). In short, LiveMotion can be extended to speed up any production workflow.

LiveMotion 2.0 accelerates production through tight integration with Adobe Photoshop®, Illustrator®, GoLive® and After Effects® — industry-standard Web content and video creation tools. LiveMotion can easily be added to your Flash authoring workflow. Enhancements to the object-based timeline combined with the non-destructive authoring environment maximize productivity while providing more creative control.

Create Versatile Content

ActionScript— Create dynamic, interactive content with *ActionScript*. Using LiveMotion 2.0, designers and developers can deliver compelling content that reduces download times, improves site performance, and streamlines navigation for an enhanced end user experience. Captivate, engage and educate audiences with interactive web graphics, XML-based chat rooms, complete web applications, online games, and more.

Animate Content for Multiple Media Types—LiveMotion 2.0 enables designers and developers to author scripted content for not only the Web, but other online and offline electronic media such as CD-ROMs, DVDs, business presentations and more.

Multiple File Formats— Extend interactive content to as many viewers as possible by exporting LiveMotion 2.0 files to the most popular file formats:

- Optimize and export compact Flash (SWF) files
- Export high-quality, QuickTime movies for streaming Web delivery or use in Adobe Premiere®, After Effects, and GoLive
- Import MP3 audio files and export streaming MP3 audio to Flash (SWF)



System Requirements

Windows

- Intel® Pentium® III or faster processor (600 MHz or higher recommended)
- Microsoft® Windows® 98, Windows ME, Windows 2000 or Windows XP
- 64 MB of RAM minimum (128 MB of RAM recommended)
- 50 MB of available hard-disk space
- CD-ROM drive
- Monitor resolution of 800x600 or greater, 1024x768 recommended

Macintosh

- PowerPC® G3 or higher processor
- Apple Macintosh® OS 9.1, 9.2 or 10.1
- 64 MB of RAM minimum (128 MB of RAM recommended)
- 50 MB of available hard-disk space
- CD-ROM drive
- Monitor resolution of 800x600 or greater, 1024x768 recommended

Estimated Street Price

\$399 in the United States for retail versions

Expected Ship Date

1st Quarter, 2002

For more information please visit www.adobe.com/livemotion

Accelerate Design Workflow

Automation Scripts—Speed time consuming or difficult design and development tasks using JavaScript-based automation scripts. Take the repetition out of production tasks by streamlining multiple, manual step processes into individual scripts. Automation scripts can be saved, shared and used in future LiveMotion 2.0 projects.

Live Tabs—Completely versatile, *Live Tabs* are custom interfaces which can be used to extend the authoring application, add new tools to the user interface, and allow others with limited coding experience to rapidly create scripted animations. With *Live Tabs*, designers and developers can easily customize the application around the way they work. *Live Tabs* can be shared with the entire design team or clients to easily and efficiently build or update scripted animations.

Script Editor—The integrated script editor allows you to efficiently code both automation scripts and *ActionScripts*. Utilize state and handler organization of code, color-coded keywords, search and replace, and standard text navigation controls to streamline the scripting process. Built-in syntax descriptions streamline coding while improving scripting abilities and knowledge.

Debugger—Rapidly test scripts with the source-level script debugger. Step through code line-by-line for easy error analysis, view variables as they change and set break points to efficiently write clean code.

Preview tool— With LiveMotion there is no need for external viewers during the development phase. Users can periodically check how scripts and animations will perform with the integrated preview tool, without leaving the scripting environment. And, if problematic code is encountered, the debugger is automatically launched to isolate and troubleshoot errors.

Streamline Productivity

Integration with Adobe Photoshop and Illustrator—LiveMotion 2.0 sets a new standard with Photoshop and Illustrator integration. In two short steps, users can drag and drop native layered Photoshop and Illustrator files into LiveMotion 2.0 projects, and quickly convert them into animation-ready independent objects, groups, or sequences. Layers remain fully editable and can be individually manipulated while maintaining the integrity of the original Photoshop and Illustrator compositions. Users can update placed Photoshop and Illustrator artwork in their native programs and see those changes automatically update on the LiveMotion 2.0 canvas without manual replacement at any time in the animation and coding process.

Integration with Adobe GoLive—Integrate Flash (SWF) and QuickTime content from LiveMotion 2.0 into GoLive HTML pages for compelling, rich media Web sites. By using LiveMotion templates in Adobe GoLive, you can create multiple Flash (SWF) files, and automatically update all linked SWF files site-wide for improved graphic consistency and file version control. LiveMotion is also a WebDAV client; files can be managed by any WebDAV-enabled server, including the Adobe Web Workgroup Server in Adobe GoLive.

Integration with After Effects— LiveMotion 2.0 users can now easily integrate After Effects projects with Adobe LiveMotion. Create complex animations in After Effects, and then export your project as an Adobe Motion Exchange format (.AMX) file. Import this file into LiveMotion to add interactivity, while maintaining access to the animated objects, text, masks, and more.

Enhancements to Object-Based Timeline—The object-based timeline—with After Effects controls and shortcuts— deliver independent animation of an object's attributes such as position, shape, or opacity. After Effects-style time stretching, movie clip scubbing, and hide, shy, lock controls offer significant time saving and greater control over the animation process.

Add LiveMotion 2.0 to Existing Flash Workflow—Take advantage of the timesaving animation features in LiveMotion by combining SWF files from Macromedia Flash or other SWF authoring tools with SWF files made with LiveMotion 2.0 in the Flash Player via the Load Movie command.