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Foundation Game Design with ActionScript 3.0 Rex van der Spuy,2012-03-28 In response to the success of the first edition of *Foundation Game Design with Flash*, Rex van der Spuy has revised and updated all the code to meet current programming best practices, and the focus is now on accurate ActionScript 3.0, regardless of the IDE that you use. We've all sneaked the odd five minutes here or there playing the latest Flash game that someone sent around the office, but creating those games is trickier than it looks. The aim of *Foundation Game Design with ActionScript 3.0* is to take you, even if you've minimal multimedia or programming experience, through a series of step-by-step examples and detailed case studies—to the point where you'll have the skills to independently design any conceivable 2D game using Flash and ActionScript. *Foundation Game Design with ActionScript 3.0* is a non-technical one-stop shop for all the most important skills and techniques a beginning game designer needs to build games with Flash from scratch. Whether you're creating quick blasts of viral amusement, or more in-depth action or adventure titles, this is the book for you. Focused and friendly introduction to designing games with Flash and ActionScript Detailed case studies of Flash games Essential techniques for

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Flash 8 E. A. Vander Veer, 2006-03-22 This guide provides a primer on animation, which helps you get comfortable with the Flash interface. It also covers advanced animations, including adding special effects and audio, video, and interactivity to your presentations. It shows how to use a dollop of ActionScript to customize your content.

Macromedia Flash Enabled Christian Cantrell, 2002 This is the only book available on Flash development for multiple devices, as it guides Flash designers and developers in creating content and applications for multiple devices with Flash and other tools.

Hands-On Guide to Flash Video Stefan Richter, Jan Ozer, 2007-05-02 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 world 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:

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Flash CS4 Professional Bible Robert Reinhardt, Snow Dowd, 2009-02-18 A completely revised and updated edition of the all-time bestselling Flash title. Written by two of the world's leading Flash experts, this comprehensive reference provides you with undocumented techniques, tips, and tricks on the CS4 release of Flash, the popular tool that allows you to create animations and build interactive Web sites. In-depth coverage on more than one thousand pages includes something for everyone—whether you're a Web novice or an accomplished Web professional—this resource will be your guide to the inner workings and capabilities of Flash CS4. Two of the world's leading Flash experts offer more coverage than any other book on the market. The accompanying CD-ROM includes trial software, addons, plugins, shareware, templates, and examples. Note: CD-ROM/DVD and other supplementary materials are not included as part of eBook file.

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Game Mechanics Ernest Adams, Joris Dormans, 2012 Game mechanics--the rules and systems that govern the functional behavior of a game--lie at the heart of all game design. The mechanics implement the living world of the game; they generate active challenges for players to solve in the game world and they determine the effects of the players' actions on that world. Here to teach game designers and students the essentials of game mechanics are two leading authorities in game design. Readers will learn how to craft mechanics that generate challenging, enjoyable, and well-balanced gameplay. They'll learn how to visualise and simulate game mechanics in order to design better games and learn at what stages to prototype, test, and implement mechanics in games.

Fearless Flash Claudia McCue, 2010-10-04 InDesign CS5 opens the door to a new world: with the addition of exciting animation tools and deeper multimedia support. It's now a viable interactive authoring tool. Designers want to create engaging interactive content, but may resist making the transition from page layout to timeline-based thinking. But now it's much easier: InDesign CS5's new interactive features are intuitive and easy to learn. And once they've mastered those tools in the familiar world of InDesign, they'll find that Flash isn't scary after all. Designers already know how to add text, graphics, and geometric shapes to a page in InDesign, it's a short walk to adding interactive features. Before they know it, they're creating Flash content. All of Peachpit's eBooks contain the same content as the print edition. You will find a link in the last few pages of your eBook that directs you to the media files. Helpful tips: If you are able to search the book, search for Where are the lesson files? Go to the very last page of the book and scroll backwards. You will need a web-

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The Essential Guide to 3D in Flash Richard Olsson, Rob Bateman, 2010-08-06 If you are an ActionScript developer or designer and you would like to work with 3D in Flash, this book is for you. You will learn the core Flash 3D concepts, using the open source Away3D engine as a primary tool. Once you have mastered these skills, you will be able to realize the possibilities that the available Flash 3D engines, languages, and technologies have to offer you with Flash and 3D. Describes 3D concepts in theory and their implementation using Away3D Dives right in to show readers how to quickly create an interactive, animated 3D scene, and builds on that experience throughout the book Each chapter contains a number of tutorials that focus on one specific feature or group of features

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