As3 Backgrounds Pack 1

Rich Shupe,Zevan Rosser

Learning ActionScript 3.0 Rich Shupe,Zevan Rosser,2010-10-18 If you're new to ActionScript 3.0, or want to enhance your skill set, this bestselling book is the ideal guide. Designers, developers, and programmers alike will find Learning ActionScript 3.0 invaluable for navigating ActionScript 3.0's learning curve. You'll learn the language by getting a clear look at essential topics such as logic, event handling, displaying content, classes, and much more. Updated for Flash Professional CS5, this revised and expanded edition delivers hands-on exercises and full-color code samples to help you increase your abilities as you progress through the book. Topics are introduced with basic syntax and class-based examples, so you can set your own pace for learning object-oriented programming. Harness the power and performance of ActionScript 3.0 Control sound and video, including new access to microphone data Create art with code by drawing vectors and pixels at runtime Manipulate text with unprecedented typographic control Animate graphics, create particle systems, and apply simple physics Avoid common coding mistakes and reuse code for improved productivity Load SWF, image, text, HTML, CSS, and XML file formats, and more Authors Rich Shupe and Zevan Rosser draw on their experience as Flash developers and instructors to give you a solid ActionScript foundation, revealing ways you can use code for practical, everyday projects.

An Introduction to Programming with ActionScript 3.0 Trish Cornez,Richard Cornez,2013 An Introduction to Programming with ActionScript 3.0 provides an introduction to computer programming by employing an example-based methodology involving animation, sound, graphics, and interactivity. This text covers all key topics required for any introductory level programming course.

Essential ActionScript 3.0 Colin Moock,2007-06-22 A guide to ActionScript programming covers such topics as conditionals and loops, functions, datatypes, interfaces, event handling, namespaces, XML, Flash, programmic animation, and bitmap programming.

Foundation Game Design with Flash Rex van der Spuy,2009-07-21 We've all sneaked the odd five minutes here or there playing the latest Flash game that someone sent round the office, but creating those games is trickier than it looks. The aim of Foundation Game Design with Flash 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. The book is a non-technical one-stop-shop for all the most important skills and techniques a beginner 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 book is for you. Focused and friendly introduction to designing games with Flash and ActionScript Five detailed case studies of Flash games Essential techniques for building games, with each chapter gently building on the skills of preceding chapters

Periodico di Mineralogia Vol. 83,1 april 2014 Antonio Gianfagna,2014-05-15 Cristian Biagioni, Elena Bonaccorsi, Yves Moëlo and Paolo Orlandi Mercury-arsenic sulfosalts from the Apuan Alps (Tuscany, Italy). III. Aktashite, $Cu_6Hg_3As_4S_{12}$, and laffittite, $AgHgAsS_3$, from the Monte Arsiccio mine: occurrence and crystal structure Gabriele Cruciani, Dario Fancello, Marcello Franceschelli, Massimo Scodina and Maria Elena Spano Geothermobarometry of Al-silicate-bearing migmatites from the Variscan chain of NE Sardinia, Italy: a P-T pseudosection approach Paolo Ballirano Dependence of structural data from $\sin\theta/\lambda$ extension in Rietveld refinement of virtually texture-free laboratory X-ray powder-diffraction data Kamal Siahcheshm, Ali Asghar Calagari, Ali Abedini and Sven Sindern Elemental mobility and mass changes during alteration in the Maher-Abad porphyry Cu–Au deposit, SW Birjand, Eastern Iran Ozlem Akgul, Nil Baran Acarali, Nurcan Tugrul, Emek Moroydor Derun and Sabriye Piskin X-Ray, Thermal, FT-IR and morphological studies of zinc borate in presence of boric acid synthesized by ulexite Giuseppe Montana, Luciana Randazzo, Cristina Maria Belfiore, Mauro Francesco La Russa, Silvestro Antonio Ruffolo, Anna Maria De Francesco, Antonino Pezzino, Rosalda Punturo and Vincenzo Di Stefano An original experimental approach to study the alteration and/or contamination of archaeological ceramics originated by seawater burial Shanke Liu, He Li and Jianming Liu Reliability of the structural data for calcite and dolomite extracted from X- ray powder diffraction by Rietveld refinement

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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 building games, with each chapter gently building on the skills of preceding chapters Modern best practices and new content on ActionScript 3.0 Also covers asset creation in Photoshop and Illustrator

Real-World Flash Game Development Christopher Griffith,2012-11-12 Your deadline just got moved up. Your artist has never worked with Flash before. Your inner programmer is telling you that no OOP is a big Oops! Any

Flash developer can share similar tales of woe. This book breaks down the process of Flash game development into simple, approachable steps. Never heard of a game loop before? No idea what a design pattern is? No problem! Chris Griffith gives you real-world expertise, and real-world code that you can use in your own games. Griffith has been building games in Flash long enough to know what works and what doesn't. He shows you what you need to know to get the job done. Griffith covers Flash for the everyday developer. The average Flash developer doesn't have luxurious timelines, employers who understand the value of reusability, or the help of an information architect to design a usable experience. This book helps bridge the gap for these coders who may be used to C++, Java, or C# and want to move over to Flash. Griffith covers real-world scenarios pulled from his own experiences developing games for over 10 years in the industry. The 2nd edition will include: completely new game examples on more advanced topics like 3D; more robust physics and collision detection; and mobile device coverage with Android platform development for us on phones and tablets. Also coverage of the new features available in Flash CS5, Flash Player 10.1, and AIR 2.0 that can be used for game development. The associated web site for the book: www.flashgamebook.com gets close to 1,000 visits a month. On the site, readers can find all the source code for the examples, news on industry happenings, updates and special offers, and a discussion forum to ask questions and share ideas.

Physics for Flash Games, Animation, and Simulations Adrian Dobre,Dev Ramtal,2012-01-31 Physics for Flash Games, Animation, and Simulations teaches ActionScript programmers how to incorporate real physics into their Flash animations, games, user interfaces, and simulations. Introduces Flash physics in an accurate, but approachable way, covering what is required to produce physically realistic simulations (as opposed to animations that look roughly right) Packed full of practical examples of how physics can be applied to your own games and applications Addresses the diverse needs of game developers, animators, artists, and e-learning developers The book assumes a basic knowledge of ActionScript and Flash. However, no previous knowledge of physics is required—only some very basic math skills. The authors present everything from basic principles to advanced concepts, so you'll be able to follow the logic and easily adapt the principles to your own applications. The book builds on your physics knowledge, enabling you to create not only visual effects, but also more complex models and simulations.

UDK Game Development Alan Thorn,2012 Introduce the versatility and simplicity of the highly popular, powerful UDK game development engine with this book's thorough presentation and project-based training designed speficially for those who have no experience with this engine.

Backpacker ,2001-03 Backpacker brings the outdoors straight to the reader's doorstep, inspiring and enabling them to go more places and enjoy nature more often. The authority on active adventure, Backpacker is the world's first GPS-enabled magazine, and the only magazine whose editors personally test the hiking trails, camping gear, and survival tips they publish. Backpacker's Editors' Choice Awards, an industry honor recognizing design, feature and product innovation, has become the gold standard against which all other outdoor-industry awards are measured.

Archean Granitoids of India: Windows into Early Earth Tectonics S. Dey,J.-F. Moyen,2020-12-22 Granitoids form the bulk of the Archean continental crust and preserve key information on early Earth evolution. India hosts five main Archean cratonic blocks (Aravalli, Bundelkhand, Singhbhum, Bastar and Dharwar). This book summarizes the available information on Archean granitoids of Indian cratons. The chapters cover a broad spectrum of themes related to granitoid typology, emplacement mechanism, petrogenesis, phase-equilibria modelling, temporal distribution, tectonic setting, and their roles in fluid evolution, metal delivery and mineralizations. The book presents a broader picture incorporating regional- to craton-scale comparisons, implications for Archean geodynamic processes, and temporal changes thereof. This synthesis work, integrating modern concepts on granite petrology and crustal evolution, offers an irreplaceable body of reference information for any geologist interested in Archaean Indian granitoids.

Flex 3 Component Solutions Jack Herrington,2008-11-14 Flex has revolutionized the development of rich Internet applications, giving developers the framework necessary to easily create ever more powerful applications. Components form an essential part of this framework, and once you understand how to fully use them, your productivity and creativity will be taken to a whole new level. Flex 3 Component Solutions will show just what you can achieve with components and exactly how to achieve it. You'll see just how simple it is to use components to create amazing interfaces for your applications be they media players, data visualizations, 3D graphics—the list is long. Finally, there'll be times when you'll want to or have no alternative but to create your own components. This book will show you how to do this for your own ends, or so you can contribute to the Flex component community by distributing them. Flex 3 Component Solutions is a tour de force of components, and all of these components are demonstrated using real-world Flex code that you can use as starting points for your own applications. Take what you learn for this book, and then go out and create your own amazing interfaces quickly and easily: reuse, re-purpose, redesign, and do it all faster and with greater quality control than you ever thought possible.

Generative Art Matt Pearson,2011-06-29 Summary Generative Art presents both the technique and the beauty of algorithmic art. The book includes high-quality examples of generative art, along with the specific programmatic steps author and artist Matt Pearson followed to create each unique piece using the Processing programming language. About the Technology Artists have always explored new media, and computer-based artists are no exception. Generative art, a technique where the artist creates print or onscreen images by using computer algorithms, finds the artistic intersection of programming, computer graphics, and individual expression. The book includes a tutorial on Processing, an open source programming language and environment for people who want to create images, animations, and interactions. About the Book Generative Art presents both the techniques and the beauty of algorithmic art. In it, you'll find dozens of high-quality examples of generative art, along with the specific steps the author followed to create each unique piece using the Processing programming language. The book includes concise tutorials for each of the technical components required to create the book's images, and it offers countless suggestions for how you can combine and reuse the various techniques to create your own works. Purchase of the print book comes with an offer of a free PDF, ePub, and Kindle eBook from Manning. Also available is all code from the book. What's Inside The principles of algorithmic art A Processing language tutorial Using organic, pseudo-random, emergent, and fractal processes == Table of Contents Part 1 Creative Coding Generative Art: In Theory and Practice Processing: A Programming Language for ArtistsPart 2 Randomness and Noise The Wrong Way to Draw A Line The Wrong Way to Draw a Circle Adding Dimensions Part 3 Complexity Emergence Autonomy Fractals

Beginning Flash, Flex, and AIR Development for Mobile Devices Jermaine G. Anderson,2011-10-13 Easily create cross-platform, standalone native applications for mobile devices using AIR AIR allows you to develop the rich, creative, interactive media experiences for mobile applications. This easy-to-follow guide covers everything you need to know to create rich mobile applications using Adobe Flash Builder. Packed with examples, this book shows you how to build applications for mobile devices using a combination of ActionScript, the Flex framework and AIR. You'll discover how these applications are able to run across multiple mobile and tablet devices, targeting Google Android, Apple iOS, and BlackBerry platforms. Plus, hands-on instructions detail how to leverage the unique hardware and software features that are available to each various device and platform. Serves an ideal starting point for learning to create rich, interactive applications for mobile devices Includes hands-on examples that demonstrate how to best use the variety of hardware and software features Escorts you through mobile app concept to completion

with sample code and step-by-step instructions Discusses such topics as enabling multitouch; developing for multiple screen sizes; maintaining app data; and much more Start building standalone mobile applications today with Beginning Flash, Flex, and AIR Development for Mobile Devices.

ActionScript Developer's Guide to PureMVC Cliff Hall,2012 Gain hands-on experience with PureMVC, the popular open source framework for developing maintainable applications with a Model-View-Controller architecture. In this concise guide, PureMVC creator Cliff Hall teaches the fundamentals of PureMVC development by walking you through the construction of a complete non-trivial Adobe AIR application. Through clear explanations and numerous ActionScript code examples, you'll learn best practices for using the framework's classes in your day-to-day work. Discover how PureMVC enables you to focus on the purpose and scope of your application, while the framework takes care of the plumbing in a maintainable and portable way. Get a detailed overview of the PureMVC process for developing your application Model the domain by designing the schema and creating framework-agnostic value objects Implement framework-agnostic View components that expose an API of events and properties Use the Proxy pattern to keep track of value objects and hide service interaction Facilitate two-way communication between a View component and the rest of the application Stitch the Model and View tiers together with command objects in the Controller Manage problematic View component life cycles, and learn how to reuse the Model tier

Foundation Actionscript 3.0 Animation Keith Peters,2007-05-25 This is the first definitive and authoritative book available on ActionScript 3 animation techniques. ActionScript animation is a very popular discipline for Flash developers to learn. The essential skill set has been learned by many Flash developers through the first edition of this book. This has now been updated to ActionScript 3, Adobe's new and improved scripting language. All of the code has been updated, and some new techniques have been added to take advantage of ActionScript 3's new features, including the display list and new event architecture. The code can be used with the Flash 9 IDE, Flex Builder 2, or the free Flex 2 SDK.

Beginning iPhone Development with Swift 3 Molly Maskrey,Kim Topley,David Mark,Fredrik Olsson,JEFF LAMARCHE,2016-11-17 Create your very own apps for the latest iOS devices. You'll start with the basics, and then work your way through the process of downloading and installing Xcode and the iOS 10 SDK, and then guides you though the creation of your first simple application. Assuming little or no working knowledge of the Swift programming language, and written in a friendly, easy-to-follow style, Beginning iPhone Development with Swift 3 offers a comprehensive course in iPhone and iPad programming. In this third edition of the best-selling book, you'll learn how to integrate all the interface elements iOS users have come to know and love, such as buttons, switches, pickers, toolbars, and sliders. Every single sample app in the book has been rebuilt from scratch using the latest Xcode and the latest iOS 10-specific project templates, and designed to take advantage of the latest Xcode features. Discover brand-new technologies, as well as significant updates to existing tools. You'll master a variety of design patterns, from the simplest single view to complex hierarchical drill-downs. The art of table building will be demystified, and you'll learn how to save your data using the iOS file system. You'll also learn how to save and retrieve your data using a variety of persistence techniques, including Core Data and SQLite. And there's much more! What You Will Learn Develop your own bestselling iPhone and iPad apps Utilize Swift playgrounds Display data in Table Views Draw to the screen using Core Graphics Use iOS sensor capabilities to map your world Get your app to work with iCloud and more Who This Book is For Anyone who wants to start developing for iPhone and iPad.

Asanas for Autism and Special Needs Shawnee Thornton Hardy,2014-12-21 Teaching yoga to children with Autism Spectrum Disorder and other special needs is easy using this visual how-to handbook. Breaking down yoga instruction pose by pose, body part by body part, breath by breath, this book uses easy-to-understand language and clear photographs to show parents, teachers, yoga instructors, and other professionals how to introduce the life-long benefits of yoga to a child with special needs. These benefits include gaining greater awareness and understanding of the body, learning to self-regulate the nervous system, and developing coping skills to work through difficult emotions such as anger and anxiety. Creative yoga games, activities, relaxation exercises, and chair yoga poses are included to make learning yoga a fun, interactive, and calming experience for children with a wide range of abilities.

Flex 4 Cookbook Joshua Noble,Todd Anderson,Garth Braithwaite,Marco Casario,Rich Tretola,2010-05-11 With this collection of proven recipes, you have the ideal problem-solving guide for developing interactive Rich Internet Applications on the Adobe Flash Platform. You'll find answers to hundreds of common problems you may encounter when using Adobe Flex, Flex 4 Framework, or Flash Builder, Adobe's GUI-based development tool. Flex 4 Cookbook has hands-on recipes for everything from Flex basics to solutions for working with visual components and data access, as well as tips on application development, unit testing, and Adobe AIR. Each recipe provides an explanation of how and why it works, and includes sample code that you can use immediately. You'll get results fast, whether you're a committed Flex developer or still evaluating the technology. It's a great way to jumpstart your next web application. Topics include: Using Spark Component Text Layout Framework Groups and Layout Spark List and ItemRenderer Images, bitmaps, videos, and sounds CSS, styling, and skinning States and Effects Working with Collections Using DataBinding Validation, formatting, and regular expressions Using Charts Services and Data Access Using RSLs and Modules Working with Adobe AIR 2.0

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