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Rich Shupe,Robert Hoekman

Introduction to 3D Game Programming with DirectX 11 Frank Luna,2012-03-15 This updated bestseller provides an introduction to programming interactive computer graphics, with an emphasis on game development using DirectX 11. The book is divided into three main parts: basic mathematical tools, fundamental tasks in Direct3D, and techniques and special effects. It includes new Direct3D 11 features such as hardware tessellation, the compute shader, dynamic shader linkage and covers advanced rendering techniques such as screen-space ambient occlusion, level-of-detail handling, cascading shadow maps, volume rendering, and character animation. Includes a companion CD-ROM with code and figures. eBook Customers: Companion files are available for downloading with order number/proof of purchase by writing to the publisher at info@merclearning.com.

Foundation Flash CS5 For Designers Tom Green,Tiago Dias,2010-12-28 Flash is one of the most engaging, innovative, and versatile technologies available—allowing the creation of anything from animated banners and simple cartoons to rich Internet applications, interactive videos, and dynamic user interfaces for web sites, kiosks, devices, or DVDs. The possibilities are endless, and now it just got better. Flash CS5 boasts a host of new features, including better support for mobile devices, a whole new animation engine enabling full manipulation of tweens and paths, custom easing, improved inverse kinematics, a revamped timeline, built-in 3D, and much more. This book is all you'll need to learn Flash CS5 from the ground up. If you already have Flash experience, this book will allow you to quickly catch up on all the cool new features. Flash experts Tom Green and Tiago Dias guide you step-by-step through all facets of Flash CS5, keeping the emphasis firmly on good design techniques that you use in your own projects. Learn Flash design from the ground up, or just get to grips with the new features, with a series of step-by-step tutorials. Provides an easy introduction to ActionScript 3.0 coding, but the focus is mainly kept on design. Learn from the experts—written by renowned Flash designers Tom Green and Tiago Dias.

Flash 8 Rich Shupe,Robert Hoekman,2006-03-28 Presents step-by-step instruction for a variety of projects using Flash 8.

Premiere Pro CS6 Digital Classroom Jerron Smith,AGI Creative Team,2012-11-30 You have a personal tutor in the Digital Classroom If you want expert instruction that fits into your schedule, the Digital Classroom series delivers. Expert instructors guide you through 11 lessons, helping you learn essential Premiere Pro CS6 skills at your own speed. Full-color, step-by-step instructions in the book are enhanced with video tutorials at the companion Web site digitalclassroombooks.com. With this Digital Classroom training package, you have your own private instructor showing you the easiest way to learn Premiere Pro CS6. Import video, audio, and still images and edit them together on the Timeline Add transitions and effects to your video to make your projects more engaging and appealing Automatically stabilize shaky footage with the Warp Stabilizer Animate layered Photoshop files to create onscreen graphics Create text and titles using the built-in Premiere Pro Titler Use Adobe Encore to author your projects to disk or for web distribution Note: Video tutorials and other supplementary materials are not included as part of the e-book file, but are available for download after purchase. Instructions are located in the Starting Up section.

Macromedia Flash MX 2004 Magic Michelangelo Capraro,Duncan McAlester,2004 In these pages, Flash wizards Capraro, McAlester, and several other experts draw on their own professional experience to offer 12 real-world projects that let readers explore Flash MX 2004 at their leisure. By working through the step-by-step tutorials, whose project files and code are on the accompanying CD, users will soon be finding their way around all of Flash MX 2004Us new features.

Special Edition Using Macromedia Studio MX 2004 Michael Hurwicz,2004 Que crafted this book to grow with you, providing the reference material you need as you move toward proficiency with Studio MX and use of its more advanced features. Special Edition Using Macromedia Studio

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Adobe Flash Professional CS6 Essentials William Heldman,2012-06-21 The perfect primer for learning Adobe Flash, whether you're new to Flash or updating your skills You'll get quickly up to speed on the essentials of Adobe Flash with this clear, task-based book. From the fundamentals of rich media design to specific techniques, it's a thorough introduction. Using step-by-step instruction, this book clearly shows you how to draw shapes, use the Timeline, add video or audio, create complex animations, and much more. Moreover, if you're preparing for the Flash Professional Adobe Certified Associate (ACA) exam, this thorough guide is the perfect preparation. Covers Flash essentials for beginners and assists candidates preparing for the Adobe Certified Associate (ACA) for Rich Media Communication Using Flash Professional certification Introduces you to the principles and practices of rich media design as well as Flash basics and essential tools Delves into topics and techniques, including creating designs using Flash shape tools, the essentials of layers and the Timeline, using text and symbols, and creating simple animations

Building Great Flash MX Games Matthew David,2002-12-06 * Designed for both professionals and hobbyists, this is the most complete book on creating sophisticated games with Macromedia Flash MX * Shows readers how to harness the full potential of Flash MX and Flash ActionScript * Provides hands-on advice for creating commercial games, as well as games to boost a Web site's stickiness, perk up presentations, or enhance educational materials * Explains the tools, scripts, and other building blocks of Flash games tools and then shows how to put them together * Companion Web site includes all source code and game artwork from the book as well as links to free game development tools and product trials

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OpenGL Programming Guide Dave Shreiner,The Khronos OpenGL ARB Working,2009-07-21 Please note that this title's color insert (referred to as Plates within the text) is not available for this digital product. OpenGL is a powerful software interface used to produce high-quality, computer-generated images and interactive applications using 2D and 3D objects, bitmaps, and color images. The OpenGL® Programming Guide, Seventh Edition, provides definitive and comprehensive information on OpenGL and the OpenGL Utility Library. The previous edition covered OpenGL through Version 2.1. This seventh edition of the best-selling "red book" describes the latest features of OpenGL Versions 3.0 and 3.1. You will find clear explanations of OpenGL functionality and many basic computer graphics techniques, such as building and rendering 3D models; interactively viewing objects from different perspective points; and using shading, lighting, and texturing effects for greater realism. In addition, this book provides in-depth coverage of advanced techniques, including texture mapping, antialiasing, fog and atmospheric effects, NURBS, image processing, and more. The text also explores other key topics such as enhancing performance, OpenGL extensions, and cross-platform techniques. This seventh edition has been updated to include the newest features of OpenGL Versions 3.0 and 3.1, including Using framebuffer objects for off-screen rendering and texture updates Examples of the various new buffer object types, including uniform-buffer objects, transform feedback buffers, and vertex array objects Using texture arrays to increase performance when using numerous textures Efficient rendering using primitive restart and conditional rendering Discussion of OpenGL's deprecation mechanism and how to verify your programs for future versions of OpenGL This edition continues the discussion of the OpenGL Shading Language (GLSL) and explains the mechanics of using this language to create complex graphics effects and boost the computational power of OpenGL. The OpenGL Technical Library provides tutorial and reference books for OpenGL. The Library

enables programmers to gain a practical understanding of OpenGL and shows them how to unlock its full potential. Originally developed by SGI, the Library continues to evolve under the auspices of the Khronos OpenGL ARB Working Group, an industry consortium responsible for guiding the evolution of OpenGL and related technologies.

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Macromedia Flash MX 2004 James English,2005 Designed to simplify preparation for Macromedia's certification exam, this volume covers everything intermediate and advanced Flash designers need to prove their Flash expertise. The book includes well-explained code examples, loads of sample questions, and plenty of graphics.

DBASE III Plus Applications Library Thomas W. Carlton,Charles O. Stewart,1986 An overview of dBase III plus. Applications development with dBase III plus. Tips and techniques. Personnel System. Sales-tracking system. Fixed-asset manager. Customer-account system. General-ledger and financial-reporting system. Linking stad-alone applications.

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.

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Learning Flash CS4 Professional Rich Shupe,2009-04-18 Learning Flash CS4 Professional offers beginners and intermediate Flash developers a unique introduction to the latest version of Adobe's powerful multimedia application. This easy-to-read book is loaded with full-color examples and hands-on tasks to help you master Flash CS4's new motion editor, integrated 3D system, and character control with the new inverse kinematics animation system. No previous Flash experience is necessary. This book will help you: Understand Flash fundamentals with clear, concise information you can use right away Learn key concepts and techniques in every chapter, with annotated screenshots and illustrations Develop an ongoing project that utilizes material from every chapter Practice new skills and test your understanding with constructive exercises Learn how to package your work for distribution on the Web and through AIR desktop applications Download sample files and discuss additional Flash features on the companion blog As part of the Adobe Developer Library, this is the most authoritative guide to Flash CS4 available. Get moving with Flash today!

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C++ Coding Standards Herb Sutter,Andrei Alexandrescu,2004-10-25 Consistent, high-quality coding standards improve software quality, reduce time-to-market, promote teamwork, eliminate time wasted on inconsequential matters, and simplify maintenance. Now, two of the world's most respected C++ experts distill the rich collective experience of the global C++ community into a set of coding standards that every developer and development team can understand and use as a basis for their own coding standards. The authors cover virtually every facet of C++ programming: design and coding style, functions, operators, class design, inheritance, construction/destruction, copying, assignment, namespaces, modules, templates, genericity, exceptions, STL containers and algorithms, and more. Each standard is described concisely, with practical examples. From type definition to error handling, this book presents C++ best practices, including some that have only recently been identified and standardized-techniques you may not know even if you've used C++ for years. Along the way, you'll find answers to questions like What's worth standardizing--and what isn't? What are the best ways to code for scalability? What are the elements of a rational error handling policy? How (and why) do you avoid unnecessary initialization, cyclic, and definitional dependencies? When (and how) should you use static and dynamic polymorphism together? How do you practice safe overriding? When should you provide a no-fail swap? Why and how should you prevent exceptions from propagating across module boundaries? Why shouldn't you write namespace declarations or directives in a header file? Why should you use STL vector and string instead of arrays? How do you choose the right STL search or sort algorithm? What rules should you follow to ensure type-safe code? Whether you're working alone or with others, C++ Coding Standards will help you write cleaner code--and write it faster, with fewer hassles and less frustration.

IBM Tape Library Guide for Open Systems Larry Coyne,Larry Coyne. Michael Engelbrecht. Simon Browne,Michael Engelbrecht,Simon Browne,Illarion Borisevich,2018 Abstract This IBM® Redbooks® publication presents a general introduction to the latest IBM tape and tape library technologies. Featured tape technologies include the IBM LTO Ultrium and Enterprise 3592 tape drives, and their implementation in IBM tape libraries. This 16th edition introduces the new TS1160 tape drive with up to 20 TB capacity on JE media and the latest updates to the IBM TS4500 and TS4300 tape libraries, It includes generalized sections about Small Computer System Interface (SCSI) and Fibre Channel connections, and multipath architecture configurations. This book also covers tools and techniques for library management. It is intended for anyone who wants to understand more about IBM tape products and their implementation. It is suitable for IBM clients, IBM Business Partners, IBM specialist sales representatives, and technical specialists. If you do not have a background in computer tape storage products, you might need to read other sources of information. In the interest of being concise, topics that are generally understood are not covered in detail.

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