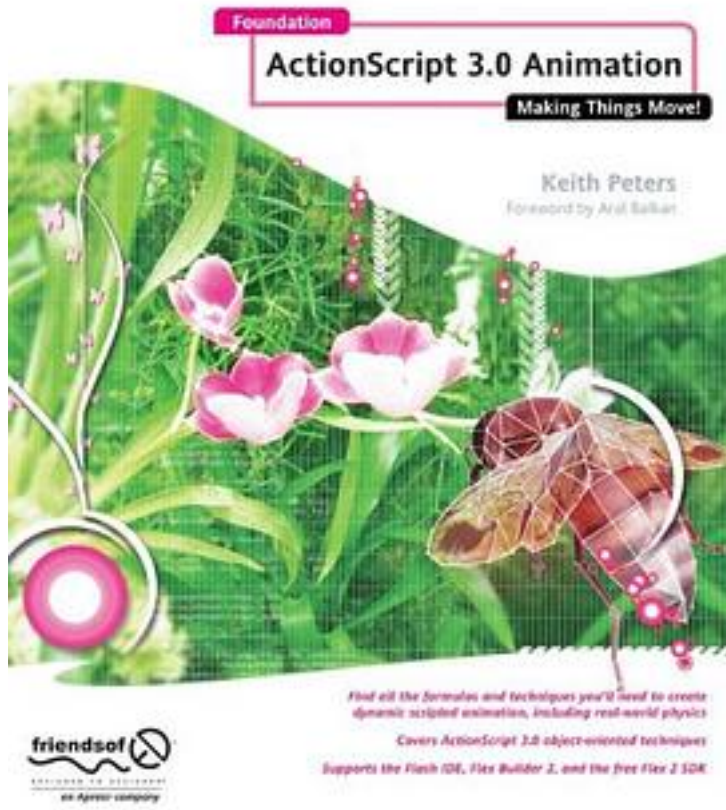# Foundation Actionscript 3.0 Animation

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著者:Keith Peters

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{Book Description}

This book is the 2nd edition of Keith Peters' best-selling ActionScript animation book, updated to ActionScript 3.0all of the code has been updated, and some new techniques have been added to take advantage of ActionScript 3.0's new features,

including the display list and new event architecture. The code can be used with the Flash IDE, Flex Builder 2, or the free Flex 2 SDK. Flash has long been one of the most approachable, user-friendly tools for creating web-based animation. This has contributed to making it one of the most ubiquitous forms of web animation, and there are some very powerful animation scripting capabilities at your disposalif you are still relying on key frames and tweens for the bulk of your Flash animation, you are missing out on some very exciting stuff! This book will teach you how to use Flash ActionScript to move the objects in your movie, rather than letting Flash's tween engine do it for you. The benefit of this is smaller, more realistic, more dynamic, interactive movies that almost literally seem to come alive on your screen. Although the text covers many advanced math and physics concepts, making for very realistic motion, there's no need to worry even if you are a relative newcomer to programming and the last math class you took was in high school (and even if you barely remember that!) The book starts with the all the basics you need to get started: principles of animation, and the basics of ActionScript, trigonometry and Flash rendering methods. It works its way slowly up from using code to move a single object across the screen, to the creation of complex systems that really push Flash's capabilities. Once you'll get to grips with it all, you'll find yourself creating all manner of exciting animations and games!

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作者介绍:

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评论

我们长颈鹿图书的姐姐

很基础，3D部分以后的简单浏览一下就可以

----
definitely one of the best ActionScript 3.0 animation textbook. Be aware that, everything behind are maths and physics. 3D部分就略过了，其他非常精彩。

还是更喜欢原版的，刚读完，推荐一下，需要这书的可以豆邮我。

印象不深刻了……

经典之作。由浅入深，难得难得

做游戏必备！数学和物理很重要！

佩服写书的作者

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书评

书中介绍了动画中的物理方法，在不使用物理引擎的情况下，使用简单的物理定律进行模拟，对于一些简单的游戏已经足够了。

Foundation ActionScript 3
Animation这本书写得非常好。虽然从名字上看，是Foundation。其实，各种各样的效果大都是用最基本的行为叠加而成的。只有掌握了最基本的行为实现方式，才能够无穷地组合，创造出眩目的效果。
我写了很多年程序了，可是都这本书依然觉得非常受用。好...

哈，最近翻掉了前几章，虽然翻译后可能有失作者的愿意，但是不得不说这是本非常以人为本的图书。
相比如果说黑羽那本比作是开发者的点金石的话，那这本AS3的动效教程可以说是艺术和程序的美丽纽带！
由于这是第二版，和第一版不同的是将开发环境从AS2迁移到了AS3。每每牵涉到AS...

前一段一直在读英文版的，书肯定是本好书，但是中文版的纸质也太差劲了把？今天翻了几页，书中把sprite称作"精灵"例如：可以新创建一个精灵.....

书中第十章的"线下"问题，并没有修正，小球从底部反弹至line的时候，仍然会穿过line到上面去，而不是反弹，将bounce参数调成-1就可以看得很明白了。
更改：如y2的绝对值小于小球半径，则进行反弹，如果y2的值为正则将小球重置到到线下，如为负则重置到线上 if(Math.abs(y2)...

书的内容很好，大概浏览了一下翻译一般，谈不上好坏。但是，书的质量真是差劲，就想再生纸一样，环保吗？
我是在网上买的，不知道书店怎么样，但是我觉得这东西应该不会有什么差异。

这本书的作者是flash
领域的决定大佬，而这本书用了很多简单的物理知识比如三角变换，旋转的相关知识等。适合入门可以开拓我们的思维，结合之前的我们的数学，物理等相关知识用于动画。
还有一本书Flash ActionScript 3.0 动画高级教程
讲了很多的高级动画知识，比如游戏中的寻...

很喜欢这本书，条理清晰，简单易懂。把一些抽象的公式，很形象地表现出来。
是入门级的好书。 ----------------------------------- 个人看法：
看这本书，数学不一定要学得非常好，但至少也得合格，而且数学要学到初中以上的。

这是我看到过所有和ActionScript相关的教程中，最牛的一本！里面的内容真的太经典了，很耐看。

我本以为做出多彩绚丽的动画，需要高超的物理学，数学的水平。辛苦，看了这本书，害的把我那本游戏开发物理学给搁浅在我的被子里去了。
里面的列子很好，其把常用的动画概括起来了。学起来不难。如果觉得很难理解，那要多做一些列子。对于我们不用帧做动画的程序员来...

还可以，上半年翻译他AdvancEDActionScriptAnimation的的时候看了一些。这本本很基本，适合入门。想学点东西，还是建议看看AdvancEDActionScriptAnimation，七月份的时候，Advance的这本已经翻译完了，在网上可以随便下到~

这本书非常适合flash 的初学者 看完后再去沿袭殿堂之路 会有不小的收获
而如果直接看殿堂 往往会被理论搞得云里雾里...

貌似还少标题吧？Making Things Move
正在看，讲的很详细，从基础的数学三角形,sin,cos,到加速度，摩擦力，缓动，最后还有些3D。从简到难 enjoy o(∩_∩)o...

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