

AdvancED ActionScript 3.0 Animation



[AdvancED ActionScript 3.0 Animation_下载链接1_](#)

著者:Keith Peters

出版者:friends of ED

出版时间:2008-12-29

装帧:Paperback

isbn:9781430216087

This book is a compilation of advanced ActionScript 3.0 animation techniques for any user creating games, user interaction, or motion control with ActionScript. It's an anthology of topics that follow from the author's earlier book, Foundation ActionScript 3.0 Animation: Making Things Move, and things that became possible in version 10 of Flash Player. This book covers a diverse selection of topics that don't necessarily lead

one into the other. You don't need to start with Chapter 1 and read it cover to cover. Just start with any chapter that looks interesting and jump around as you see fit. In this book, you'll find chapters on advanced collision detection, artificial intelligence and steering behaviors, isometric projection, using the camera and microphone for input, 3D, and much, much more. Advanced ActionScript 3.0 Animation is also more experimental in nature. The techniques shown here might not be the best way to do things, but they should work well and get you started in your own efforts to achieve a perfect implementation. In fact, many of the chapters can be seen as introductions to very complex topics that could fill a whole book by themselves. Many of these subjects have been extensively covered elsewhere, but not necessarily targeted for Flash or ActionScript 3.0. So it took a fair amount of work to pull the data together and get it all working and explain it all clearly in ActionScript. This book will inspire you to find out about subjects that you might not have considered before, acting as a springboard into your own research into the possibilities of ActionScript 3.0.

作者介绍:

This book is a compilation of advanced ActionScript 3.0 animation techniques for any user creating games, user interaction, or motion control with ActionScript. It's a compilation of topics that follow on from the author's earlier book, *Foundation ActionScript 3.0 Animation: Making Things Move*, and things that became possible in the most recent version of Flash: *Flash Player 10*. This book covers a diverse selection of topics that don't necessarily lead one into the other. You don't need to start with Chapter 1 and read it cover to cover. Just start with any chapter that looks interesting and jump around as you see fit. In this book, you'll find chapters on advanced collision detection, artificial intelligence and steering behaviors, isometric projection, using the camera and microphone for input, 3D, and much, much more.

The book is also more experimental in nature. The techniques shown here might not be the best way to do things, but they should work well and get you started in your own efforts to achieve a perfect implementation. In fact, many of the chapters can be seen as introductions to very complex topics that could fill a whole book by themselves. Many of these subjects have been extensively covered elsewhere, but not necessarily targeted for Flash or ActionScript 3.0. So it took a fair amount of work to pull the data together and get it all working and explain it all clearly in ActionScript. This book will inspire you to find out about subjects that you might not have considered before, acting as a springboard into your own research into the possibilities of ActionScript 3.0.

In this book, you'll learn how to:

Leverage Flash 10 3D, the new drawing API commands, and Pixel Bender

Create isometric worlds for games

Construct powerful artificial intelligence routines including pathfinding, steering, and flocking behaviors

Use numerical integration for real world physics effects

Build advanced collision detection routines for more accurate simulations

目录:

[AdvancED ActionScript 3.0 Animation 下载链接1](#)

标签

ActionScript3.0

actionscript

Flash

animation

AS3.0

flex

软件

专业

评论

读过了吧

读过中文版,挺高级的

2 be continued

来吧，里面有高级碰撞检测、寻路算法。
当然了，里面还有各种蛋疼的算法，各种无比纠结的数学公式。。。。

仅看了第一章与第二章,第一章的高级碰撞检测尤为深刻

超级想看啊 peters的make things move高级版

[AdvancED ActionScript 3.0 Animation_ 下载链接1](#)

书评

[AdvancED ActionScript 3.0 Animation_ 下载链接1](#)