Adobe Flash 11 Stage3D (Molehill) Game Programming Beginner'

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Adobe's Stage3D (Molehill) is a set of 3D APIs that has brought 3D to the Flash platform. Being a completely new technology, there were almost no resources to get you acquainted with this revolutionary platform, until now.

This book will show you how to make your very own next-gen 3D games in Flash. If you have ever dreamed of writing your own console-style 3d game in Flash, get ready to be blown away by the hardware accelerated power of Stage3D. This book will lead you step-by-step through the process of programming a 3D game in Actionscript 3 using this exciting new technology. Filled with examples, pictures and source code, this is a practical and fun-to-read guide that will benefit both 3D programming beginners and expert game developers alike.

Starting with simple tasks like setting up Flash to render a simple 3d shape, each chapter presents a deeper and more complete videogame as an example project. Right from a simple tech demo, your game will grow to become a finished product - your very own playable 3d game filled with animation, special effects, sounds, and tons

of action. The goal of this book is to teach you how to program a complete game in Molehill that has a beginning, middle, and game over.

As you progress further into your epic quest, you will learn all sorts of useful tricks such as ways to create eye-catching special effects using textures, special blend modes for transparent particle systems, fantastic vertex and fragment programs that are used to craft beautiful shaders and much more. You will learn how to upload the geometry of your 3D models to video RAM for ultra-fast rendering. You will dive into the magical art of AGAL shader programming. You will learn optimization tricks to achieve blazingly fast frame rate even at full screen resolutions. With each chapter, you will "level up" your game programming skills, earning the title of Molehill Master – you will be able to honestly call yourself a 3D game programmer.

This book is written for beginners by a veteran game developer. It will become your trusty companion filled with the knowledge you need to make your very own 3D games in Flash.

作者介绍:

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标签

Molehill

Stage3D

3d

flash

游戏编程

Flash

在那买?

计算机科学

评论

Stage3D和Away3D刚开始起来，Flash就被缺心眼的苹果搞残了！已经成冷门

对之前没接触过3d的编程的人来说非常好的入门书，深度不太够，期待续集

写flash的话，自然是要看这本书的，毕竟像样的资料太少。其实并没有说什么，stage3d只是一个基础部件，所以了解起来也很快。

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书评

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