AdvancED ActionScript 3.0 Animation (Friends of Ed Adobe Learning Library)

Keith Peters

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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.

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