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Flash Deconstruction The Process Design And Actionscript Of Juxt Interactive

Brad Kozak, Manuel Clement



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Foundation Game Design with ActionScript 3.0 Rex van der Spuy,2012-03-28 In response to the success of the first edition of Foundation Game Design with Flash Rex van der Spuy has revised and updated all the code to meet current programming best practices and the focus is now on accurate ActionScript 3 0 regardless of the IDE that you use We ve all sneaked the odd five minutes here or there playing the latest Flash game that someone sent around the office but creating those games is trickier than it looks The aim of Foundation Game Design with ActionScript 3 0 is to take you even if you ve minimal multimedia or programming experience through a series of step by step examples and detailed case studies to the point where you ll have the skills to independently design any conceivable 2D game using Flash and ActionScript Foundation Game Design with ActionScript 3 0 is a non technical one stop shop for all the most important skills and techniques a beginning game designer needs to build games with Flash from scratch Whether you re creating quick blasts of viral amusement or more in depth action or adventure titles this is the book for you Focused and friendly introduction to designing games with Flash and ActionScript Detailed case studies of Flash games Essential techniques for building games with each chapter gently building on the skills of preceding chapters Modern best practices and new content on ActionScript 3 0 Also covers asset creation in Photoshop and Illustrator

Adobe Flash Platform from Start to Finish Aaron Pedersen,James Polanco,Doug Winnie,2010-06-10 Create and execute cutting edge projects using the Adobe Flash Platform This book explores a Flash Platform project s life cycle diving deep into each phase planning design development build and release and continued maintenance This comprehensive guide is for your entire team to refer to during the development process including business executives project managers creative directors designers developers and quality assurance and build engineers explaining how each role contributes to the overall process The book also highlights the Adobe applications Flash

Catalyst CS5 Flash Builder 4 Flash Professional CS5 and other Adobe Creative Suite 5 programs so you can leverage the latest technology to accomplish the task at hand Whether you re a one person shop or a large multi department team this guide details the process and scales to the key requirements of your project About the Authors Aaron Pedersen is cofounder of DevelopmentArc and has more than a decade of Web application experience for small startups and Fortune 500 companies He focuses on user interface technologies including Adobe Flash Platform Adobe Flex AIR and JavaScript He has been a lead planner and architect on many groundbreaking projects for Lexus com Scion com Adobe Marketplace Yahoo Mail Flickr application and WorkflowLab for Adobe James Polanco is a Web application architect and cofounder of DevelopmentArc focusing on ActionScript development design patterns and component implementations He has worked with such clients as Scion com Lexus com Toyota com Libsyn Podcast Analytics Dashboard Fake Science Music Store Industrial Light Magic and Adobe Systems He is an avid blogger speaker and researcher with a particular interest in technology implementations best practices and analysis of Web enabled tools and technologies Doug Winnie is the principal product manager for Adobe Flash Catalyst Flash Platform Workflow and WorkflowLab He is responsible for the integration of Adobe Flash Professional Flash Catalyst and Flash Builder driving the growth of collaborative workflows between designers and developers using the Adobe Flash Platform Doug is also an instructor at San Francisco State University and hosts the Adobe TV shows ActionScript 1 1 with Doug Winnie and Flash Catalyst 1 1 with Doug Winnie

Foundation Game Design with Flash Rex van der Spuy, 2009-07-21 We ve all sneaked the odd five minutes here or there playing the latest Flash game that someone sent round the office but creating those games is trickier than it looks The aim of *Foundation Game Design with Flash* is to take you even if you ve minimal multimedia or programming experience through a series of step by step examples and detailed case studies to the point where you ll have the skills to independently design any conceivable 2D game using Flash and ActionScript The book is a non technical one stop shop for all the most important skills and techniques a beginner game designer needs to build games with Flash from scratch Whether you re creating quick blasts of viral amusement or more in depth action or adventure titles this book is for you Focused and friendly introduction to designing games with Flash and ActionScript Five detailed case studies of Flash games Essential techniques for building games with each chapter gently building on the skills of preceding chapters

New Masters of Flash Joel Baumann, Joshua Davis, Manuel Jordan, Jim Paterson, Luke Turner, Brendan Dawes, Irene Chan, Jayson Singe, Yasuto Suga, Vince Suriani, Tomasz Jankowski, Andries Odendaal, Todd Purgason, Manuel Clement, Tony Ke, Yugo Nakamura, Olivier Besson, Ivo van der Grift, 2003-06-30 *New Masters of Flash* is both a global showcase and practical tutorial Nineteen of the planet s most awe inspiring Flash designers share their influences ideas and objectives in individual introductory essays They then take the reader through a step by step tutorial explaining in detail how to create in Flash 5 the interfaces applications and effects that they have made famous The author designers are some of the most legendary Flash innovators currently working from the U S to Japan Europe to South Africa Yugo Nakamura

Joshua Davis Manuel Clement Irene Chan and Tomato Interactive s Joel Baumann together with 14 other leading Flash practitioners These are the designers who are expanding the horizons of interactive interface design with Flash Join them With the book is a CD ROM containing animated movie versions of the tutorials from the book together with the finished interactive effects If you re in a real hurry you can download the source code FLAs for many of the tutorials in both Flash 5 and Flash 4 versions from the CD ROM New Masters folder Also on the CD ROM are video QuickTime interviews with the designers from the book What you ll learn New Masters of Flash is a compendium of advanced Flash techniques aimed at working Flash designers who are looking for inspirations and radical techniques Across the 19 chapters you will learn deployable skills for a wide range of effects and applications many of which take ActionScripting right out of the box Also covered are optimizing Flash assets for use in Director exploiting Flash 5 s advanced sound manipulation toolkit and an introduction to translating geometry directly into ActionScript This is not a beginner s book You ll need to feel comfortable with the Flash 5 interface and know some basic scripting constructs in order to get the most from what these experts have to teach But apart from that a load of curiosity and a taste for pushing web design to the max is all that s required Who this book is for Web artists with experience in the Flash environment Aspiring designers looking for greater inspiration from industry leaders

ActionScript Rob Huddleston, 2009-06-08 Visual learners can get up and running quickly on ActionScript programming skills for Flash CS4 If you re a programmer who learns best when you see how something is done this book will have you up and running with ActionScript in no time Step by step two page lessons show you the core programming foundations you must master to create rich Internet content using the preferred language for work with Flash The visual approach breaks big topics into bite sized modules with high resolution screen shots to illustrate each task You ll learn such skills as how to add interactivity animate in code and work with external content to create Flash projects with pizzazz Designed for visual learners with two page lessons and step by step fully illustrated instructions Covers foundation ActionScript animating interactivity and working with external content Demonstrates using the Actions panel syntax rules and essential language foundations Shows how to use variables and arrays write functions classes if else statements and loops and work with static classes such as Math Explores essential techniques such as loading visual aspects at runtime text from delimited text files and XML and server based assets using Flash Remoting Companion Web site features all the code that appears in the text ready to plug into your Web pages ActionScript Your visual blueprint to creating interactive projects in Flash CS4 Professional is the visual learner s way to master ActionScript quickly and easily

Advanced Game Design with Flash Rex Van Der Spuy, 2011-03-30 Creating games in Flash is a never ending journey of exploration learning and most of all fun Once you ve mastered the basics a new world is opened up to you enabling you to take your existing skills to the next level and discover new skills that will in turn open new doors This book is a direct continuation of Foundation Game Design with Flash and is a complete point by point roundup of the most important skills a Flash game designer needs to know

You'll increase your ActionScript knowledge and your game design skills while creating some excellent example games. You'll learn advanced collision detection skills, professional AI and pathfinding, and how to load and save game data, create destructible environments, and build and switch game levels. Each chapter highlights a new advanced technique illustrated by practical examples. Examples of games are given in a variety of genres, all of which take an object-oriented programming approach. Advanced game design topics are covered, including vector-based collision, reaction, pathfinding, billiard ball physics, and modeling game data. What you'll learn:

- How to use vectors to figure out where objects are going and how they should react to collisions.
- Pixel-perfect collision detection for irregular shapes using `hitTest` and `bitmapData`.
- How to use design patterns and abstract data models to manage complex games efficiently.
- How to create advanced enemy AI systems using pathfinding strategies in grid-based environments.
- How to use XML to load and save game data.
- How to use sound and music in games and create particle effects using `blitting`.

Who this book is for: This book is for experienced Flash and ActionScript 3.0 developers who want to take their game design skills to a professional level. Readers should have a solid background in object-oriented ActionScript 3.0 programming and may have attempted game projects of their own. If you have read *Foundation Game Design with Flash*, then this book will be a natural next step for you. The book covers game design strategies and techniques common to many game design platforms, not just Flash, and will help you create top-quality games that are quick to build and easy to maintain.

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