

Actionscript Animation

Quentin Dreyfus
Senior Lecturer, Animation



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Foundation Actionscript 30 Animation Making Things Move

Tom Green,David Stiller



Foundation Actionscript 3.0 Animation Making Things Move:

Foundation Actionscript 3.0 Animation Keith Peters, 2007-05-25 Flash has long been one of the most approachable user friendly tools for creating web based animations games and applications This has contributed to making it one of the most widely used programs for creating interactive web content With each new version of Flash ActionScript its built in scripting language has become more powerful and a little more complex too ActionScript now at version 3.0 has significantly matured as a programming language bringing power and speed only previously dreamed about to Flash based animation going far beyond traditionally used keyframes and tweens The material inside this book covers everything you need to know to harness the power of ActionScript 3.0 First all the basics of script based animation and setting up an ActionScript 3.0 project are covered An introduction to object oriented programming follows with the new syntax events and rendering techniques of ActionScript 3.0 explained giving you the confidence to use the language whether starting from scratch or moving up from ActionScript 2.0 The book goes on to provide information on all the relevant trigonometry you will need before moving on to physics concepts such as acceleration velocity easing springs collision detection conservation of momentum 3D and forward and inverse kinematics In no time at all you'll both understand the concepts of scripted animation and have the ability to create all manner of exciting animations and games

Foundation Flash CS4 for Designers Tom Green, David Stiller, 2010-02-21 If you're a Flash designer looking for a solid overview of Flash CS4 this book is for you Through the use of solid and practical exercises you will soon master the fundamentals of this fourth edition of the Adobe Flash authoring tool Using a series of carefully developed tutorials you will be led from basic Flash CS4 techniques to the point where you can create animations MP3 players and customized Flash video players in no time Each chapter focuses on a major aspect of Flash and then lets you take the reins in a Your Turn exercise to create something amazing with what you've learned This book focuses on the core skill set you need to feel at home with Flash CS4 and also introduces you to some of the biggest names in today's Flash community through interviews and actual How To examples so you can learn from the masters You will start by studying the Flash CS4 interface and while you're at it you'll be guided toward mastery of the fundamentals such as movie clips text and graphics which will lead you into some of the more fascinating aspects of Flash including audio video animation and 3D transformations By the time you finish you will have created an MP3 player and a Flash video player been introduced to the basics of ActionScript 3.0 learned how to combine Flash with XML styled Flash text with CSS created animated scenes and worked your way through a host of additional projects All of these exercises are designed to give you the knowledge necessary to master Flash CS4 from the ground up If you're already a seasoned Flash designer this book will get you up to speed with the fourth version in relatively short order This book covers all of the new Flash CS4 features such as the new animation and 3D tools the new Adobe Media Encoder and a pair of the coolest new additions to the tools panel a spray brush tool and a deco tool You can discover more about this book [download source code](#) and more at [the book's](#)

companion website www.foundationflashcs4.com

Foundation Flash 8 Sham Bhangal, Kristian Besley, 2006-11-07

Foundation Flash 8 is the book you need if you're looking for a solid foundation in Flash 8 Basic and Flash 8 Professional. Thousands upon thousands of designers have already learned from its previous editions and it's easy to understand why. The fourth edition of friends of ED's legendary beginner Flash book Foundation Flash 8 uses a series of structured exercises and detailed discussions to help you start your exploration of Flash. The detailed tutorial style will ensure that you retain the knowledge you gain and are able to draw upon it throughout your Flash career. Foundation Flash 8 features a running case study that evolves into a fully functional Flash website as you work through the tutorials so you'll immediately see everything that you learn being used in a practical project. This book focuses on the core skills that you need to get started working with Flash 8: understanding the interface, becoming familiar with the creative tools and their capabilities, grasping the relationships between the different components that make up a Flash movie, and getting insight into how to put all the pieces together to create your own Flash-based website.

Foundation ActionScript Animation Keith Peters, 2006-11-22. Sure you can animate using motion tweens; in fact, we'll help you do that with our Flash Cartoon Animation book, but isn't there something extra special in making things move with just a few lines of code? In this book, Keith Peters guides you through some basic animation theory and then demystifies the math and physics behind creating realistic animation: looking at trigonometry, velocity, and acceleration, and bouncing, friction. This book will teach you how to use Flash ActionScript to move the objects in your movies rather than letting Flash's tween engine do it for you. The benefit of this is smaller, more realistic, more dynamic, interactive movies that seem to come alive on your screen. Almost all of the code featured in this book will work fine in either Flash MX 2004 or Flash 8, and with a few minor adjustments, most of it can even be applied to Flash MX. Although the text covers many advanced math and physics concepts making for very realistic motion, there's no need to worry even if you're a relative newcomer to programming and the last math class you took was in high school, and even if you barely remember that. This book first covers everything you need to know to get started: the principles of animation and the basics of ActionScript, trigonometry, and Flash rendering methods. You'll work your way through slowly from using code to move a single object across the screen to creating complex systems that really push Flash's capabilities, with topics covered including collision detection, particle attraction, and kinematics. The book concludes with looking at 3D animation techniques, including building a basic 3D engine, 3D lines, fills, and solids, and matrix math. Once you come to grips with the ideas presented here, you'll find yourself creating all manner of exciting animations and games.

Foundation Flash CS5 For Designers Tom Green, Tiago Dias, 2010-12-28. Flash is one of the most engaging, innovative, and versatile technologies available, allowing the creation of anything from animated banners and simple cartoons to rich Internet applications, interactive videos, and dynamic user interfaces for web sites, kiosks, devices, or DVDs. The possibilities are endless, and now it just got better. Flash CS5 boasts a host of new features, including better support for mobile devices, a whole new animation engine enabling full manipulation

of tweens and paths custom easing improved inverse kinematics a revamped timeline built in 3D and much more This book is all you ll need to learn Flash CS5 from the ground up If you already have Flash experience this book will allow you to quickly catch up on all the cool new features Flash experts Tom Green and Tiago Dias guide you step by step through all facets of Flash CS5 keeping the emphasis firmly on good design techniques that you use in your own projects Learn Flash design from the ground up or just get to grips with the new features with a series of step by step tutorials Provides an easy introduction to ActionScript 3 0 coding but the focus is mainly kept on design Learn from the experts written by renowned Flash designers Tom Green and Tiago Dias AdvancED Game Design with Flash Rex van der Spuy,2010-12-28 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 The Essential Guide to Flex 3 Charles Brown,2008-08-28 Flex 3 is the next generation of a technology that revolutionized web applications It is the next evolutionary step of Flash which has grown from a web animation medium to a powerful enterprise web design and development platform With nearly 98% of all web browsers and a growing number of mobile devices running Flash Player a knowledge of Flex is indispensable for any serious web developer This book will show you how to create powerful rich Internet applications using Flex 3 After learning how to install and becoming familiar with the basics of the Flex Builder 3 software you will explore in depth how the Flash scripting language ActionScript 3 0 interacts with Flex s powerful XML like design language MXML You ll learn how to construct your applications using layout and navigation containers and how to move between various states using transitions There is coverage of how best to plan your applications and use the Model View Controller pattern to keep various aspects of development separated and ease creation of potentially complicated projects Rich Internet applications rely on data and this book shows how to bring data from various sources into your Flex application and check its integrity and how best to display and interact with it Going farther applications built for the Flash platform can now exist and function beyond the traditional confines of the web browser Adobe AIR allows you to take your applications to the desktop and this book shows how to reapply your Flex skills to take advantage of this new environment The Essential Guide to Flex 3 takes you through all the powerful features of Flex using a series of stand alone practical

exercises The skills acquired throughout the book are then brought together in the form of a full featured case study application showcasing essential techniques that can easily be applied to your own Flex applications

Curriculum Models for the 21st Century Maree Gosper,Dirk Ifenthaler,2013-08-28 Changing student profiles and the increasing availability of mainstream and specialized learning technologies are stretching the traditional face to face models of teaching and learning in higher education Institutions too are facing far reaching systemic changes which are placing strains on existing resources and physical infrastructure and calling into question traditional ways of teaching through lectures and tutorials And with an ever increasing scrutiny on teaching and teachers accountability for positive educational outcomes the call for closer attention to learning teaching and most especially to the design and delivery of the curriculum is given increasing relevance and importance Research provides strong evidence of the potential for technologies to facilitate not only cognition and learning but also to become integral components in the redesign of current curriculum models Some Universities and individual academics have moved along this pathway developing new and innovative curriculum blending pedagogies and technologies to suit their circumstances Yet there are others unsure of the possibilities the opportunities and constraints in these changing times Curriculum Models for the 21st Century gives insights into how teaching and learning can be done differently The focus is on a whole of curriculum approach looking at theoretical models and examples of practice which capitalize on the potential of technologies to deliver variations and alternatives to the more traditional lecture based model of University teaching

Foundation ActionScript for Flash MX 2004 Sham Bhangal,2005-04-22 Practically orientated and assumes no previous knowledge of coding making sure that the reader can actually use ActionScript to build a working website via real and detailed examples and case studies Previous best seller successful writing style and tone from an author that has proved to be popular with readers of previous editions In fact this is the middle book in an integrated three book Flash series from Beginner to Advanced all written co written by the same author Foundation Flash Foundation ActionScript and the Designer s ActionScript Reference no other publisher provides this sort of unbroken coverage from a single voice Covers both Flash MX 2004 and Flash MX Professional 2004

Foundation Actionscript 3.0 Animation Keith Peters,2008-11-01 This is the first definitive and authoritative book available on ActionScript 3 animation techniques ActionScript animation is a very popular discipline for Flash developers to learn The essential skill set has been learned by many Flash developers through the first edition of this book This has now been updated to ActionScript 3 Adobe s new and improved scripting language All of the code has been updated and some new techniques have been added to take advantage of ActionScript 3 s new features including the display list and new event architecture The code can be used with the Flash 9 IDE Flex Builder 2 or the free Flex 2 SDK

Foundation Flash 8 Video Tom Green,Jordan L Chilcott,2006-06-12 This is one of the first books solely dedicated to Flash 8 Video development and goes a lot deeper into the subject than other books It is suitable for those with no previous Flash experience who want to discover the best way to create video applications for

the Web It starts with the very basics and by the end of the book the reader will be creating advanced interactive video applications using video alpha channels masking blends and filters the Camera object and much more **AdvancED ActionScript 3.0 Animation** Keith Peters,2009-01-25 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 **Joyce in the Belly of the Big Truck; Workbook** Joyce A. Cascio,2005-05 **The Software Encyclopedia** ,1988 **Foundation ActionScript 3.0 Image Effects** Gerald YardFace,2009-07-25 *Foundation ActionScript 3 0 Image Effects* discusses the ins and outs of graphical manipulation through code of all the different elements available in a Flash project from vectors to bitmaps to videos from animated text effects to dynamic video filters Flash 8 introduced a vast array of image features such as blend modes and filters as well as ActionScript s powerful BitmapData object and this book covers all those effects in their CS4 form as well as the graphical options that are available such as the Pixel Bender Toolkit It also details the many possible effects that can be achieved and the associated practical applications with a focus on strong object oriented programming methodologies to make the code more modular and reusable across projects Gives detailed information on all of the image manipulation abilities of Flash CS4 Covers complex technology such as the Pixel Bender Toolkit There is no other book like it covering the same topics in as much depth **Foundation ActionScript for Flash 8** Kristian Besley,Sham Bhangal,Eric Dolecki,David Powers,2006-12-06 ActionScript is the native scripting language of Flash ActionScript knowledge is essential within the world of Flash design and development as Flash remains a leading tool for cutting edge interactive design and development ActionScript is what gives Flash its power but with that power comes a certain level of complexity which can be intimidating This beginners book significantly updated since the last edition covers all of the basics of ActionScript using version 8 of Flash The skills acquired by working through

this book will enable you to move on to more advanced friends of ED books such as Foundation PHP 5 for Flash Foundation ActionScript Animation or Foundation XML for Flash This book contains all you need to understand and make use of ActionScript and to have some fun while learning The Foundation series teaching style is ideal if you re a non programmer who wants to learn Flash programming quickly and thoroughly The authors teach the basics and provide an all around proficiency in ActionScript as well as Flash components within Flash 8 You ll gain the practical skills to build ActionScript based Flash projects including making initial design decisions structuring code and testing An ongoing case study means that by the end of the book you ll have constructed a cutting edge Flash site to showcase your newly learned skills

The ActionScript 3.0 Migration Guide Kris Hadlock,2010-04-07 When Flash Player 9 released in June 2006 it introduced the new scripting language ActionScript 3 which has already taken hold in the Adobe Flex application development community ActionScript 3 provides not only a significant enhancement in performance but also a more robust programming model that lends itself to complex Rich Internet Application development For web designers and developers who need to make the move to ActionScript 3 from the previous version ActionScript 2 the learning curve has proven to be significant In this essential and timely guide ActionScript expert Kris Hadlock speaks squarely to the many thousands of ActionScript 2 users who need to make the leap right away The ActionScript Migration Guide covers all of the major changes in ActionScript from version 2 to 3 The book explains the most important and fundamental changes in ActionScript drawing comparisons between the two languages both visually and contextually With a comprehensive index and robust table of contents designers and developers will easily be able to locate the old an or new codes with side by side comparisons of how to program both and the explanation of the concepts behind them

ActionScript 3.0 Derrick Ypenburg,2010-04-26 ActionScript is the programming language integral to the Adobe Technology Platform It began as a simple scripting language for creating interactivity and animation in Flash but is now used to create full featured Web applications not only in Flash but in Flex ActionScript 3 introduced with Flex 2 is now a full fledged object oriented programming language and the need for teaching materials for both newcomers and veterans is great This task based tutorial is for students with no programming experience as well as those programmers who have learned earlier versions of the programming language and now need to learn the new version The book walks a reader through all the fundamentals then moves on to creating interactivity working with data looping and decision making programming visualizations and working with multimedia It s a complete end to end tutorial

Fundamentals of ActionScript 3.0 Doug Winnie,2011-07-11 Adobe Flash Professional is the most popular software available for creating animations for the Web Most people start using Flash to create vector based animations that output small file sizes perfect for the Web Later they want to branch out into creating rich interactive experiences for websites and mobile devices and for that they need to learn ActionScript Doug Winnie draws on the experience he s gained from his years as an educator to teach not only what ActionScript can do but also to show how the code works This gives the reader a

deeper understanding of how ActionScript functions and gives them the power to come up with original solutions when creating their own projects Doug s book dives right into the concepts of manipulating Flash objects and the fundamentals of functions and mathematical operators After presenting events and using scripts to control the Flash timeline classes and conditionals are covered in depth The final part of the book covers creating desktop applications with Adobe AIR developing mobile applications and working with external code libraries Real world projects are sprinkled generously throughout the book and Appendices include information on debugging deciphering documentation and using Adobe Flash Builder as an ActionScript development environment *Foundation ActionScript* Sham Bhangal,2000

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