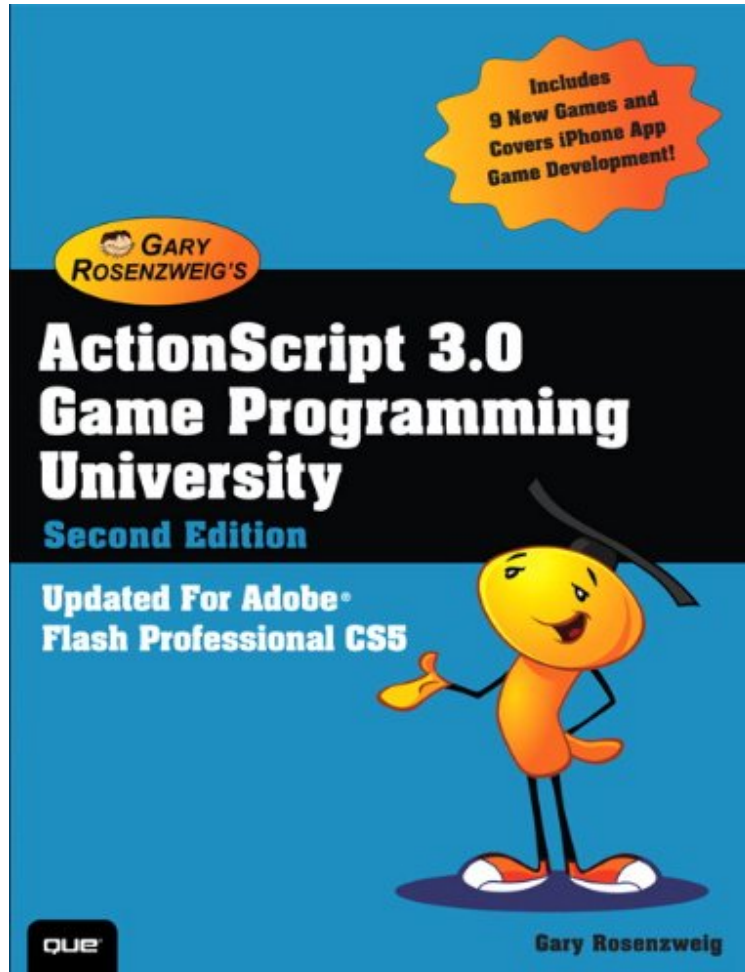


ActionScript 3.0 Game Programming University

Von Gary Rosenzweig

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Von Gary Rosenzweig : ActionScript 3.0 Game Programming University before purchasing it in order to gage whether or not it would be worth my time, and all praised ActionScript 3.0 Game Programming University:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Sehr gutVon MajaDie Bestellung war sehr gut. Das Buch ist sehr interessant und sehr lehrreich. Ich wrde es auf jedem Fall weiterempfehlen.4 von 5 Kunden fanden die folgende Rezension hilfreich. Zu viel Flash, zu wenig Action ScriptVon Sven LotzDas Buch zeigt dem Leser unzhlige Techniken, wie er auf der Basis der Flash-Technologie Spiele entwickeln kann, doch anders als der Buchtitel tnt, handelt es sich dabei vor allem um eine Bedienungsanleitung fr Adobes Flash-Entwicklungssoftware und weit weniger um eine wirkliche Einfhrung in ActionScript 3.0.Wenn man das nicht gerade billige Adobe Flash nicht besitzt, wird man daher von dem Buch an vielen Stellen in Stich gelassen und muss selbst fr elementare Dinge, z.B. wie man eine Ressource (Bild, Video) nur mit bloem ActionScript einbindet, selbst Lsungen finden.Mein Fazit: Solide wenn man mit Adobe Flash arbeiten will, taugt aber nur als

Anregung, wenn man einfach nur Lernen will ActionScript zu programmieren.0 von 0 Kunden fanden die folgende Rezension hilfreich. Game Programming mit Flash CS3 und As3.0Von likes_lightWie erstellt man ein Spiel mit Flash und AS3. Genau das wird hier mit unzähligen Methoden und Techniken erklärt. Auf der Webseite sind die Arbeitsmaterialien zu finden. Leider wurden diese auf keiner CD mitgeliefert. Trotzdem, ein solides Buch für Game Programming mit Flash und AS3 in guter Objekt Orientierter Programmierung.

Kurzbeschreibung Learn ActionScript 3.0 the fun way, by creating 16 great games: real, robust games - not just "web toys"! Highly-rated ActionScript tutorial, now with seven new 3D and card games! Code and techniques easily adaptable to training, advertising, and more For Flash artists learning ActionScript, Flash programmers seeking to create games, and upgraders from ActionScript 1.0/2.0. Includes a chapter on developing games in Flash for the iPhone! Gary Rosenzweig's ActionScript 3.0 Game Programming University, Second Edition is the best hands-on tutorial for learning ActionScript 3.0, the programming language behind Flash Professional CS5. You will master all the basics of ActionScript programming by building 16 robust games. One step at a time, you'll learn techniques (and get tested code) that can be adapted to virtually any project, from games to training and advertising. The first edition earned widespread raves; Rosenzweig has now updated it with seven brand-new games that teach even more valuable ActionScript 3.0 skills and techniques. You will first learn how Flash and ActionScript 3.0 work together, the elements of an ActionScript program, and how to build a basic game framework with ActionScript. Next, Rosenzweig walks you through building the full spectrum of ActionScript games, including brain games, animation-based games, picture puzzles, games based on direction and movement, casual games, word games, Q and A games, action games, game worlds, and more. This edition adds new chapters on card games and 3D games, with High-Low, Video Poker, Blackjack, 3D Paddle Ball, 3D Scavenger Hunt, and two other new projects. Kurzbeschreibung Learn ActionScript 3.0 the fun way, by creating 16 great games: real, robust games - not just "web toys"! Highly-rated ActionScript tutorial, now with seven new 3D and card games! Code and techniques easily adaptable to training, advertising, and more For Flash artists learning ActionScript, Flash programmers seeking to create games, and upgraders from ActionScript 1.0/2.0. Includes a chapter on developing games in Flash for the iPhone! Gary Rosenzweig's ActionScript 3.0 Game Programming University, Second Edition is the best hands-on tutorial for learning ActionScript 3.0, the programming language behind Flash Professional CS5. You will master all the basics of ActionScript programming by building 16 robust games. One step at a time, you'll learn techniques (and get tested code) that can be adapted to virtually any project, from games to training and advertising. The first edition earned widespread raves; Rosenzweig has now updated it with seven brand-new games that teach even more valuable ActionScript 3.0 skills and techniques. You will first learn how Flash and ActionScript 3.0 work together, the elements of an ActionScript program, and how to build a basic game framework with ActionScript. Next, Rosenzweig walks you through building the full spectrum of ActionScript games, including brain games, animation-based games, picture puzzles, games based on direction and movement, casual games, word games, Q and A games, action games, game worlds, and more. This edition adds new chapters on card games and 3D games, with High-Low, Video Poker, Blackjack, 3D Paddle Ball, 3D Scavenger Hunt, and two other new projects. ber den Autor und weitere Mitwirkende Gary Rosenzweig is a programmer, Web site developer, Internet entrepreneur, podcaster, and computer book author. Rosenzweig hosts and publishes the MacMost video podcast His thirteen computer books include The MacMost.com Guide to Switching to the Mac, ActionScript 3.0 Game Programming University, Special Edition Using Director MX and The MacAddict Guide to GarageBand.