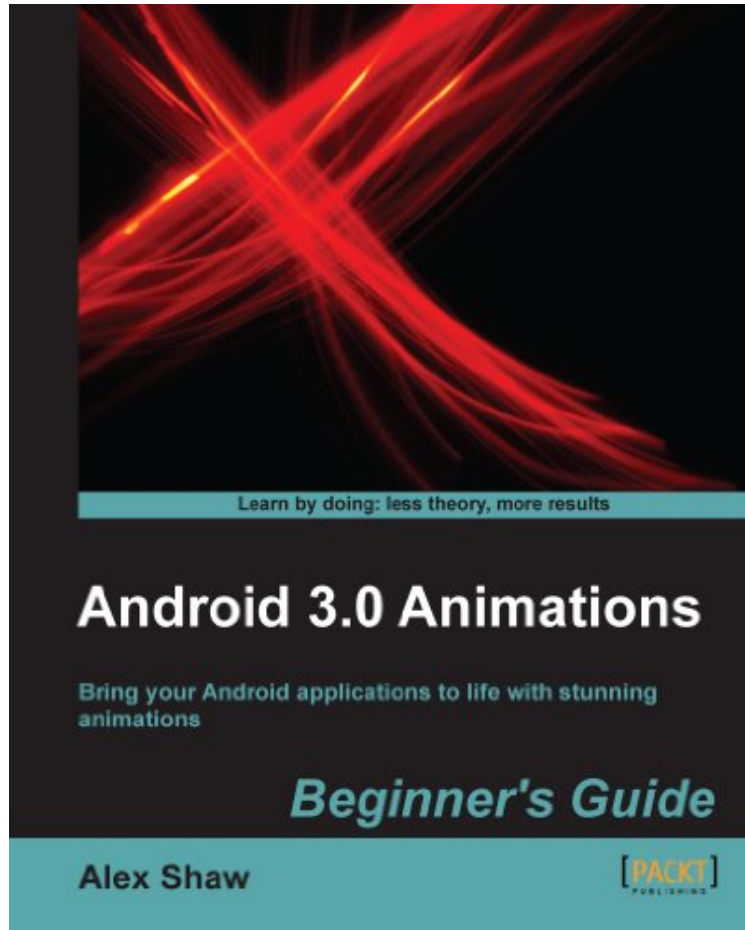


[FREE] Android 3.0 Animations: Beginners Guide

Android 3.0 Animations: Beginners Guide

Von Alex Shaw

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Von Alex Shaw : Android 3.0 Animations: Beginners Guide before purchasing it in order to gage whether or not it would be worth my time, and all praised Android 3.0 Animations: Beginners Guide:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Add additional polish to your existing applicationsVon C. MoellerThis was a good read if you are interested in adding animation to your android applications. It shows several different methods, from frame animation to tweening objects around on screen.The book is titled for "Android 3.0", but almost all of the examples will work for any version of Android. You just need to change the build target of the project properties to whatever SDK version you are using, and change the android manifest file from build 10 to 3.It does touch on what the new animation methods are for Android 3.0, and you have a warning in the chapter for the exercise file that uses a newer version.The examples may not all look pretty (especially the first one), but it teaches the main concepts, and you can fill in your own graphics, using the concepts, to add some nice 'flair' to your applications.One of the more interesting examples shows you how to create your own, animated, and interactive 'live wallpaper', which you could use to create pretty much any type of live

wallpaper. The book does not go into OpenGL programming, but does introduce the concept of a "game loop", which would be useful for someone to see who has never created a game before. A lot of the concepts might seem simple to someone who has experience using tweens, or frame by frame animation. I would recommend this book to someone who has programmed an Android application before, but would like to add more "polish" to their application, using animation to liven it up. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Animations explained; may be hard to follow for beginners. Von mko1 had great expectations when it comes to this title. There are always issues with becoming familiar with graphics and animation whenever you start to develop for new architecture. However, I think this book is slightly too complicated for beginners. It covers most common use-cases for graphics animation, but in case you are Android newbie you may find it hard to follow. What I liked in the book was the structure. It is well organized, each chapter has similar structure and you are guided from the beginning till the end of each topic. What I didn't like in the book was the way you are guided. Sometimes you can get confused where to head in the next step or you can get lost in detailed description of the details (like in case of long tables of attributes). But, as I said at the beginning I still learn Android and my review may be biased. I am simply not familiar with Android's odds and ends. 0 von 0 Kunden fanden die folgende Rezension hilfreich. Super. Von mani08 ist sehr praktisch orientiert, gut verständlich und hat einfache Schritt für Schritt Anleitungen. Wenn man etwas über Animationen lernen will zu empfehlen

Kurzbeschreibung Written in Packt's Beginners Guide series, this book takes a step-by-step approach with each chapter made up of three to five tutorials that introduce and explain different animation concepts. All concepts are explained with real-world examples that are fun to read and work with. If you are familiar with developing Android applications and want to bring your apps to life by adding smashing animations, then this book is for you. The book assumes that you are comfortable with Java development and have familiarity with creating Android Views in XML and Java. The tutorials assume that you will want to work with Eclipse, but you can work just as well with your preferred development tools.

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über den Autor und weitere Mitwirkende Alex Shaw has been developing on Android since 2008 and has never looked back. He created one of the first music-writing applications for the platform, and has worked on Android with business, academia, and the open-source community. He has presented papers on Android development at events across Europe. Alex lives in Edinburgh where it rains a lot and mobile development is a welcome escape from the weather.