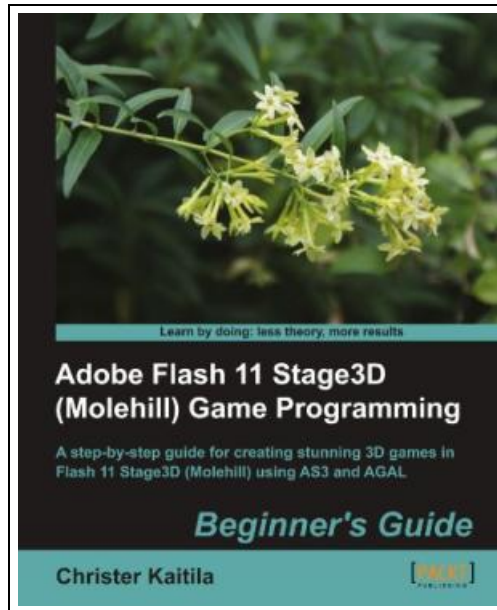


Adobe Flash 11 Stage3d (Molehill) Game Programming Beginners Guide



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ADOBE FLASH 11 STAGE3D (MOLEHILL) GAME PROGRAMMING BEGINNERS GUIDE

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Packt Publishing. Paperback. Condition: New. 412 pages. Dimensions: 9.2in. x 7.5in. x 1.0in. A step-by-step guide for creating stunning 3D games in Flash 11 Stage3D (Molehill) using AS3 and AGAL with this book and ebook. The first book on Adobes Flash 11 Stage3D, previously codenamed Molehill Build hardware-accelerated 3D games with a blazingly fast frame rate. Full of screenshots and ActionScript 3 source code, each chapter builds upon a real-world example game project step-by-step. Light-hearted and informal, this book is your trusty sidekick on an epic quest to create your very own 3D Flash game. In Detail Adobes Stage3D (Molehill) is a set of 3D APIs that has brought 3D to the Flash platform. Being a completely new technology, there were almost no resources to get you acquainted with this revolutionary platform, until now. This book will show you how to make your very own next-gen 3D games in Flash. If you have ever dreamed of writing your own console-style 3d game in Flash, get ready to be blown away by the hardware accelerated power of Stage3D. This book will lead you step-by-step through the process of programming a 3D game in Actionscript 3 using this exciting new technology. Filled with examples, pictures and source code, this is a practical and fun-to-read guide that will benefit both 3D programming beginners and expert game developers alike. Starting with simple tasks like setting up Flash to render a simple 3d shape, each chapter presents a deeper and more complete videogame as an example project. Right from a simple tech demo, your game will grow to become a finished product - your very own playable 3d game filled with animation, special effects, sounds, and tons of action. The goal of this book is to teach you how to program a complete game in Molehill...

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