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The basic methods of collision detection are covered in Foundation ActionScript 3.0 Animation: Making Things Move! (hereafter referred to as Making Things Move). This chapter looks at one method of collision detection that wasn't covered in that book and a strategy to handle collisions between large amounts of objects.

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LEARNING ACTIONSCRIPT 3.0 2 Introduction to ActionScript 3.0 Last updated 5/2/2011 What's new in ActionScript 3.0 ActionScript 3.0 contains many classes and features that are similar to ActionScript 1.0 and 2.0.

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Foundation ActionScript 3.0 Animation Making Things Move! Keith Peters Foreword by Aral Balkan 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.

Foundation Actionscript 3.0 Animation: Making Things Move

Foundation Actionscript 3.0 Animation: Making Things Move! [Keith Peters] on Amazon.com. *FREE* shipping on qualifying offers. 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.

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CS5.5 and Flash Builder 4.5, and languages and frameworks like ActionScript 3.0 and Flex 4.5. Over the last several years, I have taught people how to make their projects interactive and how to captivate and engage users. During that time at San Francisco State University, my series on Adobe TV, and conference appearances, I have appre-

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ActionScript 3.0 forms the foundation of the Flex 2 API. History. This section needs to be updated. In particular: "Adobe is planning a release in the early part of the second half of 2013" It's 2017 now.. Please update this article to reflect recent events or newly available information.

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