Learning ActionScript 3.0: A Beginner's Guide

By Rich Shupe, Zevan Rosser

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If you're new to ActionScript 3.0, or want to enhance your skill set, this bestselling book is the ideal guide. Designers, developers, and programmers alike will find *Learning ActionScript 3.0* invaluable for navigating ActionScript 3.0's learning curve. You'll learn the language by getting a clear look at essential topics such as logic, event handling, displaying content, classes, and much more.

Updated for Flash Professional CS5, this revised and expanded edition delivers hands-on exercises and full-color code samples to help you increase your abilities as you progress through the book. Topics are introduced with basic syntax and class-based examples, so you can set your own pace for learning object-oriented programming.

• Harness the power and performance of ActionScript 3.0
• Control sound and video, including new access to microphone data
• Create art with code by drawing vectors and pixels at runtime
• Manipulate text with unprecedented typographic control
• Animate graphics, create particle systems, and apply simple physics
• Avoid common coding mistakes and reuse code for improved productivity
• Load SWF, image, text, HTML, CSS, and XML file formats, and more

Authors Rich Shupe and Zevan Rosser draw on their experience as Flash developers and instructors to give you a solid ActionScript foundation, revealing ways you can use code for practical, everyday projects.

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Editorial Review

About the Author

Rich Shupe has been teaching ActionScript programming to students of all levels since the language became available. He founded his own training and development company, FMA, in 1995. A recognized authority on several technologies, including Flash, Director and QuickTime, Rich is a full-time faculty member in the Computer Art Department at New York's School of Visual Arts. Learning ActionScript 3.0 has been called "the best book on ActionScript ever written," by evangelist and Flash community leader Lee Brimelow.

Zevan Rosser is a freelance designer/programmer/consultant and computer artist. He teaches ActionScript and Flash animation at New York's School of Visual Arts and FMA. When he's not working on commercial projects he works on his personal site, http://www.shapevent.com.

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