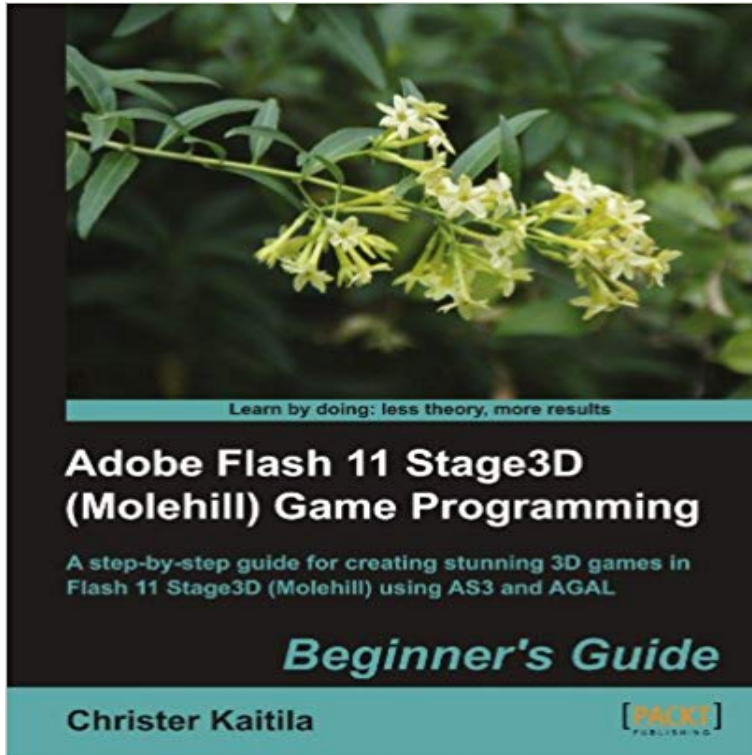


Adobe Flash 11 Stage3D (Molehill) Game Programming Beginners Guide



Written in an informal and friendly manner, the style and approach of this book will take you on an exciting adventure. Piece by piece, detailed examples help you along the way by providing real-world game code required to make a complete 3D video game. Each chapter builds upon the experience and achievements earned in the last, culminating in the ultimate prize your game! If you ever wanted to make your own 3D game in Flash, then this book is for you. This book is a perfect introduction to 3D game programming in Adobe Molehill for complete beginners. You do not need to know anything about Stage3D/Molehill or Flash 11 in order to take advantage of the examples in this book. This book assumes that you have programming experience in AS3 (Actionscript 3).

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