Away3D 3.6 Essentials

Matthew Casperson

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Away3D is an impressive technology, and this book is focused on showing you how to create practical and fun 3D Flash applications with plenty of step-by-step examples, tips to help you avoid common mistakes, plain English explanations of the concepts and techniques used by Away3D, and honest advice to help you understand some of the inconsistencies in the Away3D code base. This book is meant for beginners as well as experienced Flash developers who are looking to create 3D applications in Flash using the Away3D engine. Whether you are using Away3D for the first time or are a seasoned developer, this book will provide you with a solid foundation in taking Flash to the next dimension. It can also be used as a reference guide by Flash developers who are already familiar with Away3D.

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