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	Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Working with Away3D Materials; Introduction; Using a single MovieClip for multiple materials; Controlling the MovieClip of MovieMaterial; Streaming VOD from FMS for VideoMaterial; Interpolating material color dynamically with DepthBitmapMaterial; Creating normal maps in Photoshop; Generating normal maps using Away3D NormalMapGenerator; Getting your hands dirty with Pixel Bender materials; Assembling composite materials; Chapter 2: Working with Away3D Cameras; Introduction
		Creating an FPS controllerCreating Camera Depth of Field Effect; Detecting whether an object is in front of or behind the camera; Changing lenses; Following a third-person view with a spring camera; Tracking screen coordinates of 3D objects; Transforming objects in 3D space relative to the camera position; Using Quaternion camera transformations for advanced image gallery viewing; Chapter 3: Animating the 3D World; Introduction; Animating (Rigging) characters in 3DsMax; Controlling bones animation in Collada; Working with MD2 animations; Morphing objects; Animating geometry with Tween engines

Moving an object on top of the geometry with FaceLinkChapter 4: Fun by Adding Interactivity; Introduction; Adding rotational interactivity to an Away3D primitive by using Mouse movements; Implementing advanced object rotation using vector math; Creating advanced spherical surface transitions with Quaternions; Interactively painting on the model's texture; Dragging on geometry by unprojecting mouse coordinates; Morphing mesh interactively; Creating a controllable non-physical car; Chapter 5: Experiencing the Wonders of Special Effects; Introduction; Exploding geometry

Creating advanced bitmap effects using filtersCreating clouds; Visualizing sound in 3D; Creating lens flare effects; Masking 3D objects; Chapter 6: Using Text and 2D Graphics to Amaze; Introduction; Setting dynamic text with TextField3D; Interactive animation of text along a path; Creating 3D objects from 2D vector data; Drawing with segments in 3D; Creating a 3D illusion with Away3D sprites; Chapter 7: Depth-sorting and Artifacts Solutions; Introduction; Fixing geometry artifacts with Frustum and NearField clipping; Removing artifacts from intersecting objects

Solving depth-sorting problems with Layers and Render ModesChapter 8: Prefab3D; Introduction; Exporting models from Prefab; Normal mapping with Prefab; Maintaining workflow with AwayConnector; UV map editing with Prefab; Creating terrain; Generating light maps; Creating and animating paths; Chapter 9: Working with External Assets; Introduction; Exporting models from 3DsMax/Maya/Blender; Exporting models from 3DsMax to ActionScript class; Preparing MD2 models for Away3D in MilkShape; Loading and parsing models (DAE, 3ds, Obj, MD2); Storing and accessing external assets in SWF

Preloading 3D scene assets

Sommario/riassunto	Over 80 practical recipes for creating stunning graphics and effects with the fascinating Away3D engine