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Autore	Turner Bill
Titolo	Flash 5 Cartoons & Games F/X & Design
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Descrizione fisica	1 online resource (350 p.)
Altri autori (Persone)	BazleyRichard RobertsonJames
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Soggetti	Computer animation Computer games -- Programming Flash (Computer file)
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Nota di contenuto	""About the Authors""; ""Acknowledgments""; ""Contents at a Glance""; ""Table of Contents""; ""Foreword""; ""Introduction""; ""Getting and Planning Your Story""; ""Character Development""; ""Sound""; ""Background Scenery""; ""Character Animation""; ""Lip-Synching and Facial Expressions""; ""Ita€?s a Wrap""; ""Introduction to Game Design""; ""Designing Trivia Games""; ""Designing Adventure Games""; ""Collaboration Across the Internet""; ""Using Active Server Pages (ASP) with Flash Games""; ""Artificial Intelligence""; ""Links""
Sommario/riassunto	This book teaches how to create cartoon characters for television and music videos. Then, it explains how to use those cartoon elements when scripting and programming interactive games on the Internet. This book includes a CD-ROM with complete a full-length cartoon show and source codes for several games. With