

# Visualizing in Flash

Les 3

leesvoer

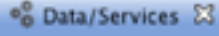

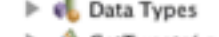
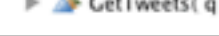
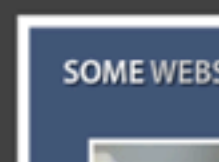






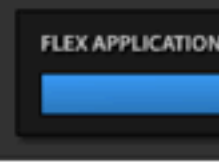






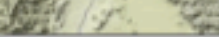
gotoandlearn.com - Free video tutorials by Lee Brimelow on the Flash Platform

http://gotoandlearn.com/ Google

gotoAndLearn()

FAQS FORUMS THE FLASH BLOG CONTACT

Show: All Tutorials Sort by [ Title · Length · Date Added ]

 Data/Services  TwitterSearch  Data Types  GetTweets(q)	<b>Flash Builder 4 Data Integration</b> Learn how easily you can connect your Flex applications to server-side data in Flash Builder 4. Length: 11:16 <a href="#">PLAY</a> <a href="#">DOWNLOAD</a> <a href="#">FILES</a>		<b>SWF Framerate Optimization</b> Learn to how dynamically change your movie's framerate to use only the resources it needs. Length: 17:57 <a href="#">PLAY</a> <a href="#">DOWNLOAD</a> <a href="#">FILES</a>
	<b>Flash Catalyst and Flex 4: Part 2</b> In part 2 we import the project into Flash Builder 4 to hook it up to some live data. Length: 15:51  <a href="#">PLAY</a> <a href="#">DOWNLOAD</a> <a href="#">FILES</a>		<b>Flash Catalyst and Flex 4: Part 1</b> This two part tutorial shows you how to use Flash Catalyst and Flash Builder 4. Length: 21:45  <a href="#">PLAY</a> <a href="#">DOWNLOAD</a> <a href="#">FILES</a>
	<b>Debugging with MonsterDebugger</b> Learn how to debug your Flash movies at runtime with this great debugging tool. Length: 15:26  <a href="#">PLAY</a> <a href="#">DOWNLOAD</a> <a href="#">FILES</a>		<b>Custom Flex Preloader</b> Learn how to create a completely customized Flex preloader using Flash CS4. Length: 19:38  <a href="#">PLAY</a> <a href="#">DOWNLOAD</a> <a href="#">FILES</a>
	<b>Deep Linking with SWFAddress</b> Learn how to use the SWFAddress library to enable direct and deep linking for you Flash movie. Length: 19:05  <a href="#">PLAY</a> <a href="#">DOWNLOAD</a> <a href="#">FILES</a>		<b>Papervision3D Collada Basics</b> Learn how to create a collada model in Blender with textures for import into Papervision3D. Length: 22:38  <a href="#">PLAY</a> <a href="#">DOWNLOAD</a> <a href="#">FILES</a>
	<b>Introduction to Augmented Reality</b> Learn the basics of creating an AR application using...		<b>Google Maps with Flex &amp; PHP</b> Learn how to easily create customized mapping...

Display a menu

*gotoandlearn.com*

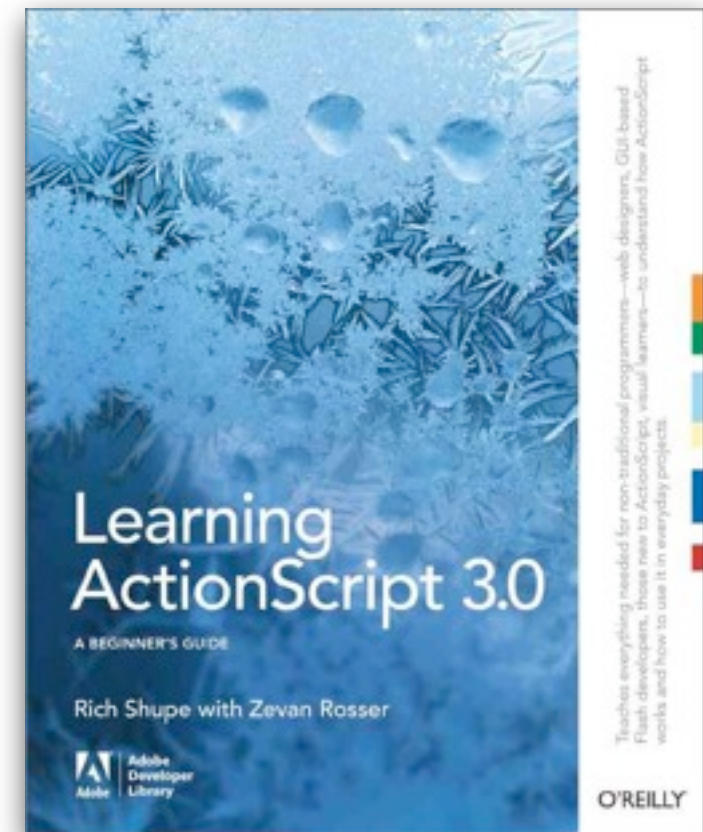


*flashfocus.nl*

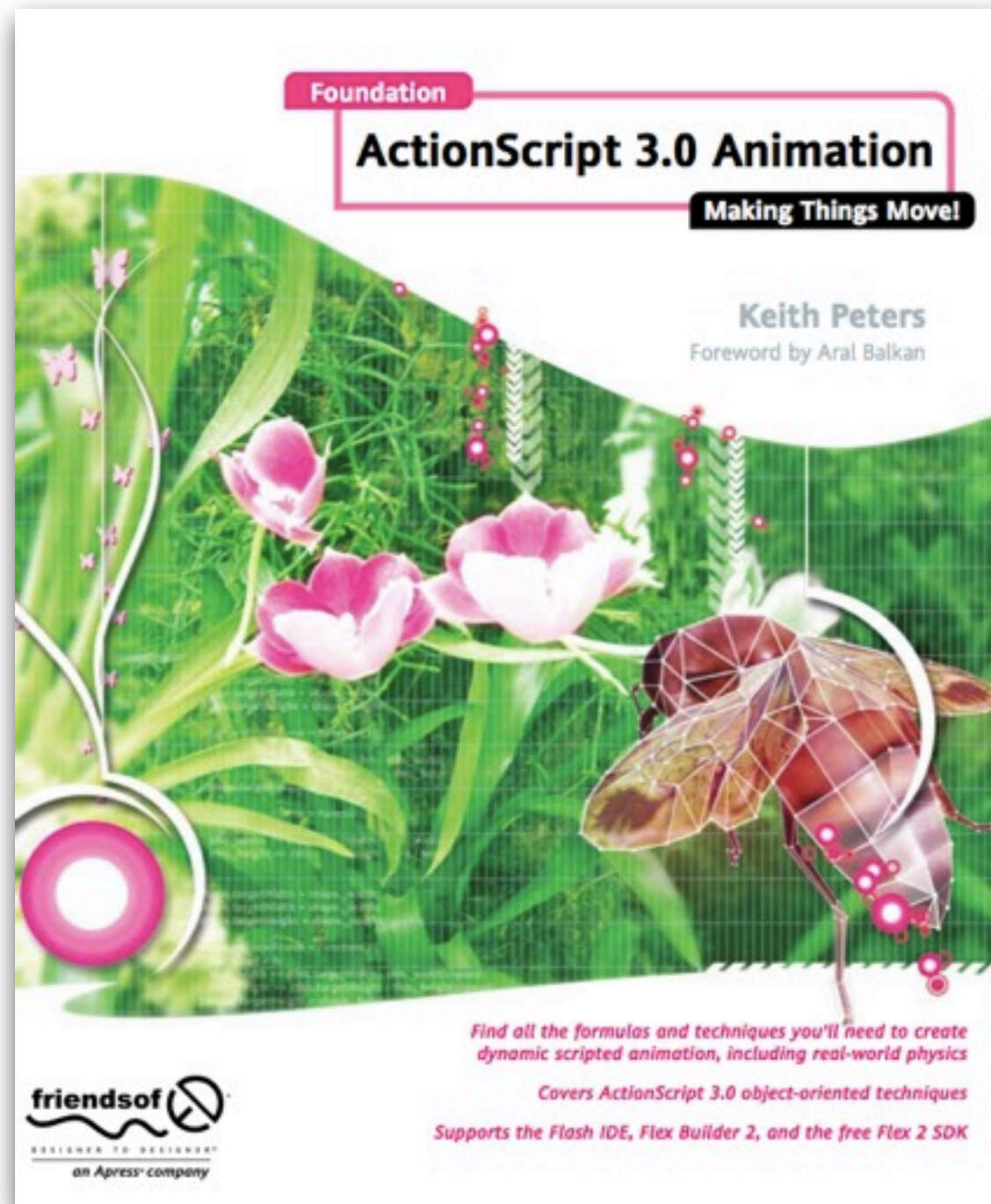




+



*www.learningactionscript3.com*



*Making things move*





## *Object-Oriented ActionScript 3.0*

*ActionScript 3.0 Programming Fundamentals*

# Essential ActionScript 3.0



O'REILLY®

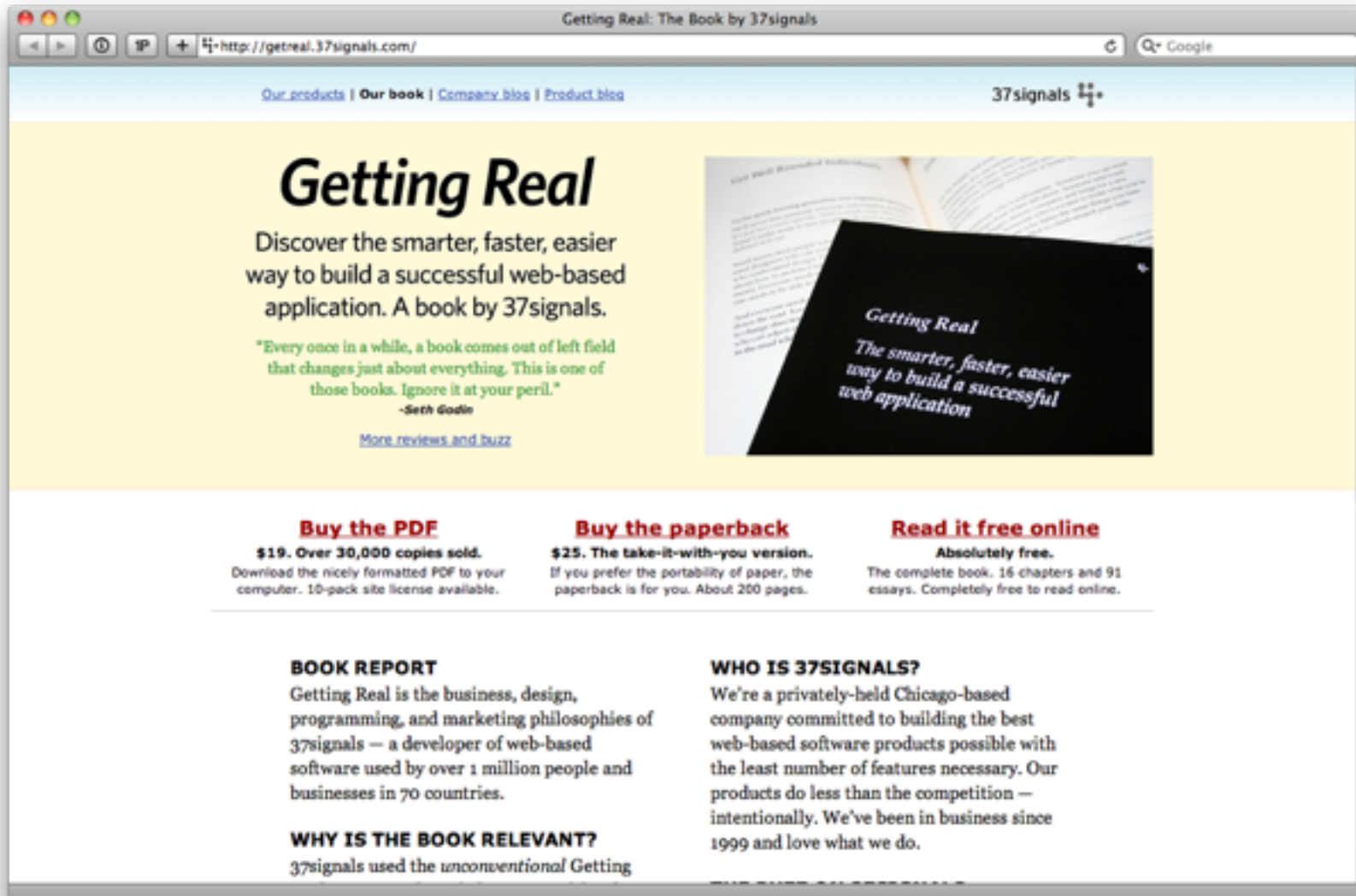


Adobe  
Developer  
Library

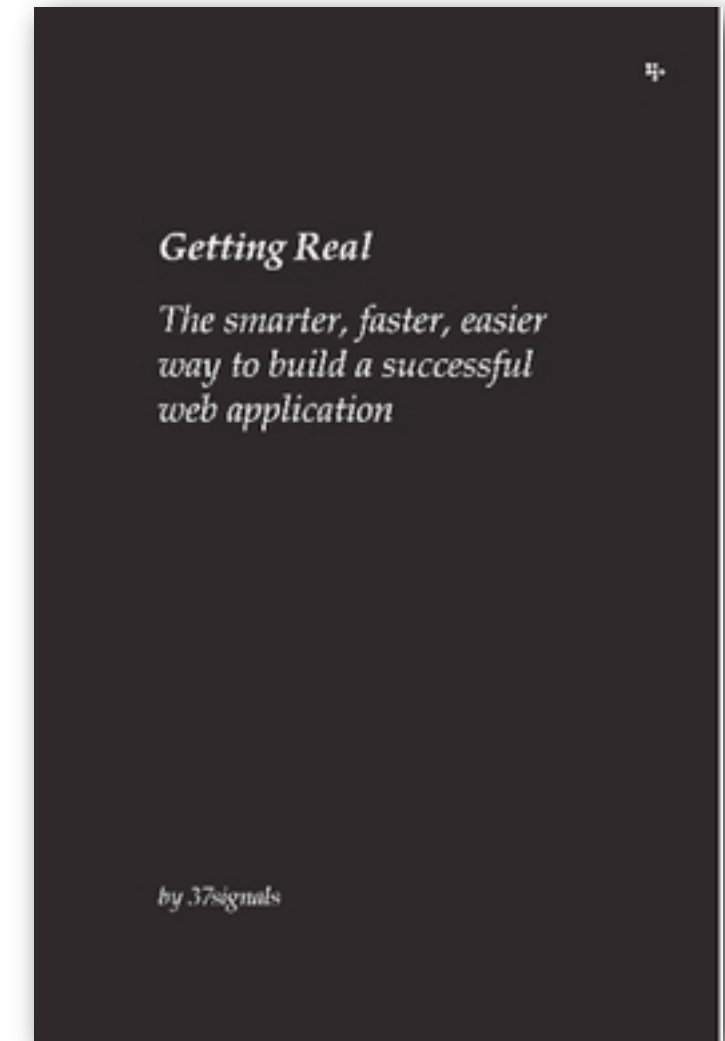
*Colin Moock*

*Essential Actionscript 3.0*





+



*getreal.37signals.com*

*je leert het door het te doen.*

*we gaan wat doen!*



# *Avoider Game*

start



# *Avoider Game*

start





<http://tinyurl.com/avoider-game-tutorial>



<http://tinyurl.com/avoider-game-tutorial>

*Experimenteer, en maak er iets leuks van!*

*Pas beeld en gedrag aan.*

*Inleveren op het blog en per mail voor vrijdag 23 oktober*