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Processing is a open source project that bridges the gap between programming and art. Its simplicity and power appeal to non-coders and old-hands alike. As a Flash developer, you already have a firm grasp of basic programming principles and an understanding of creating and controlling visuals through code. This book uses your existing knowledge as a springboard to learning Processing and harnessing the extra creative power and control that it offers, both on and off the web. The Essential Guide to Processing for Flash Developers takes a hands-on approach to learning Processing that builds upon your familiarity with Flash, and your experience with the ActionScript language and object-oriented programming concepts. The book offers a full series of Processing projects, structured to allow less experienced coders to get up to speed quickly, while leaving room for more experienced programmers to take the initial project

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concepts and build more complex applications. Includes a language primer explaining all of the Processing-specific programming theory you need to know Contains a full series of Processing projects and numerous easy-to-follow code examples Covers Processing's Java mode, providing an easy-to-navigate bridge to programming in Java, Processing's underlying host language

Master Metal: The Next-Generation Graphics and GPU Programming Platform for Apple Developers Metal enables Apple developers to maximize performance in demanding tasks like 3D graphics, games, scientific programming, visualization, and GPU-accelerated machine learning. Metal® Programming Guide is the authoritative, practical guide to Metal for all iOS programmers who are interested in graphics programming but don't know where to start. Pioneering Apple developer Janie Clayton covers everything from basic draw calls to advanced parallel computing, combining easy-to-understand conceptual explanations with well-tested Swift 4/Xcode 9 sample code (available for download at GitHub). Clayton introduces the essential Metal, graphics, and math concepts every graphics programmer needs to know. She also discusses key graphics-specific libraries, concepts, and Metal Classes, presenting techniques and examples you'll find valuable for both graphics and data processing. Clayton also provides coverage of the Metal Compute Pipeline, demonstrating practical GPU programming applications ranging from image processing to neural networking. Quickly get a basic Metal project running Work with Metal resources and memory management Learn how shaders are compiled and accessed by the CPU Program both 2D and 3D graphics with Metal Import 3D models and assets from Blender, Maya, and other programs Apply imported textures to model objects Use multipass rendering to efficiently implement

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computationally expensive techniques Leverage tessellation to reduce mesh detail Use the GPU for a wide spectrum of general-purpose computing applications Get started with the Metal Performance Shaders Framework

There are plenty of books that show you how to write applications in a specific language. They explain the nuts and bolts of the syntax and the use of the tools to build applications with the latest features and functionality available. There are also a number of fine books that show you how to be "a computer consultant." But there are a whole host of issues specific to the business of writing, delivering and supporting custom software systems. This is the only book that will take you on a step-by-step tour of the entire process. "DevGuide 3", with over 150 pages of new material, shows you how to do "The Other 90%" of the work involved in producing custom software applications.

A soup-to-nuts overview of just what it takes to successfully design, develop and manage an online game. Learn from the top two online game developers through the real-world successes and mistakes not known to others. There are Case studies from 10+ industry leaders, including Raph Koster, J. Baron, R. Bartle, D. Schubert, A. Macris, and more! Covers all types of online games: Retail Hybrids, Persistent Worlds, and console games. Developing Online Games provides insight into designing, developing and managing online games that is available nowhere else. Online game programming guru Jessica Mulligan and seasoned exec Bridgette Patrovsky provide insights into the industry that will allow others entering this market to avoid the mistakes of the past. In addition to their own experiences, the authors provide

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interviews, insight and anecdotes from over twenty of the most well-known and experienced online game insiders. The book includes case studies of the successes and failures of today's most well-known online games. There is also a special section for senior executives on how to budget an online game and how to assemble the right development and management teams. The book ends with a look at the future of online gaming: not only online console gaming (Xbox Online, Playstation 2), but the emerging mobile device game market (cell phones, wireless, PDA).

Adobe Edge Quickstart Guide is a practical guide on creating engaging content for the Web with Adobe's newest HTML5 tool. By taking a chapter-by-chapter look at each major aspect of Adobe Edge, the book lets you digest the available features in small, easily understandable chunks, allowing you to start using Adobe Edge for your web design needs immediately. If you are interested in creating engaging motion and interactive compositions using web standards with professional tooling, then this book is for you. Those with a background in Flash Professional wanting to get started quickly with Adobe Edge will also find this book useful.

"The accompanying CD-ROM contains a complete trial version of IBM DB2 Universal Database Personal Edition version 8.1, for Windows operating environments, evaluation copy"--Back cover.

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