



The Fountain Green Group

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ActionScript 3.0: Building Particle Systems - 02NYL713 - lynda.com



Product Description

Time

ActionScript 3.0: Building Particle Systems

Approximately 1 Hours 15 Minutes

From understanding the basics to creating advanced effects like explosions and smoke, ActionScript 3.0: Building Particle Systems covers each step involved in creating particles and building particle systems. Instructor [Todd Perkins](#) explains how to make a versatile particle class that controls particle movement, gravity, friction, spin, rotation, fading, scaling, and other movement effects. He also demonstrates how each unique particle system can be added to a real world application.



lynda.com

Note: Exercise files accompany the course.



Todd Perkins

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Released on: 4/11/2008

Introduction	3:18
1. Understanding Particle Systems	2:36
2. Making Particles Move	14:54
3. Adding Realistic Motion to Particles	21:12
4. Optimizing a Particle System	5:17
5. Adding Collision Detection to Particles	6:53
6. Exploding Particles	7:26
7. Creating a Smoke Particle System	4:00
8. Integrating a Particle System with Video	15:53
Conclusion	0:26

Introduction

Welcome 1:30

Prerequisites 0:58

Using the Exercise Files 0:50

1. Understanding Particle Systems

Understanding What Particles Are 0:50

Understanding How Particle Systems Work 1:46

2. Making Particles Move

Building the Particle Class 1:34

Creating Particle Velocity 1:35

Connecting a Movie Clip to the Particle Class 1:35

Animating a Particle 1:07

Creating a Particle System 1:57

Regenerating Particles 1:49

In Practice Part # 1: Building Rain in a Weather Application 5:17



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3. Adding Realistic Motion to Particles

Creating Particle Gravity 2:18

Creating Particle Friction 2:47

Growing and Shrinking Particles 2:27

Fading Particles 2:22

Creating Particle Rotation 5:29

In Practice Part # 2: Creating Boat Spray 5:49

4. Optimizing a Particle System

Understanding Garbage Collection 3:23

Recycling Particles 1:54

5. Adding Collision Detection to Particles

Using Position-Based Collision Detection 2:50

Using Built-In Collision Detection Methods 4:03

6. Exploding Particles

Adding Particle Spin 2:00

Making Child Objects Explode 3:37

In Practice Part # 3: Exploding Superheroes 1:49

7. Creating a Smoke Particle System

Using Timeline-Animated Particles 3:03

In Practice Part # 4: Making a Boat Break Down 0:57

8. Integrating a Particle System with Video

Accessing Pixel Colour 9:15

Triggering Particles Based on Pixel Colours 4:55

In Practice Part # 5: Adding Particles to Video 1:43

Conclusion

Goodbye 0:26