Away3D 3.6 Cookbook

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 The book consists of recipes, each of which delivers a detailed solution to a specific problem scoped inside a broader topic of the chapter. Each recipe contains a detailed guide of what you need to set up for the solution to work, the full example code, rendered images, and step-by-step explanations so that you will be able to fully understand the mechanics of the program. Many recipes don't stop at giving only one solution to the problem but also suggest alternative or more advanced approaches to the same problem giving you much a broader set of options in your development process. The book is written for experienced Flash developers who want to work with the Away3D engine as well as for those who are already acquainted with the engine but wish to take their skills to the next level. Basic knowledge of Away3D and familiarity with ActionScript 3.0 and OOP concepts is assumed.

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