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Beginning Java 8 Games Development Wallace Jackson, 2014-12-04 Beginning Java 8 Games Development written by Java expert and author Wallace Jackson teaches you the fundamentals of building a highly illustrative game using the Java 8 programming language In this book you ll employ open source software as tools to help you quickly and efficiently build your Java game applications You ll learn how to utilize vector and bit wise graphics create sprites and sprite animations handle events process inputs create and insert multimedia and audio files and more Furthermore you ll learn about JavaFX 8 now integrated into Java 8 and which gives you additional APIs that will make your game application more fun and dynamic as well as give it a smaller foot print so your game application can run on your PC mobile and embedded devices After reading and using this tutorial you ll come away with a cool Java based 2D game application template that you can re use and apply to your own game making ambitions or for fun

Pro Java 9 Games Development Wallace Jackson, 2017-11-14 Use Java 9 and JavaFX 9 to write 3D games for the latest consumer electronics devices Written by open source gaming expert Wallace Jackson this book uses Java 9 and NetBeans 9 to add leading edge features such as 3D textures animation digital audio and digital image compositing to your games Along the way you ll learn about game design including game design concepts genres engines and UI design techniques To completely master Java 3D game creation you will combine this knowledge with a number of JavaFX 9 topics such as scene graph hierarchy 3D scene configuration 3D model design and primitives model shader creation and 3D game animation creation With these skills you will be able to take your 3D Java games to the next level The final section of Pro Java 9 Games Development puts the final polish on your abilities You ll see how to add AI logic for random content selection methods harness a professional scoring engine and player proof your event handling After reading Pro Java 9 Games Development you will come away with enough 3D expertise to design develop and build your own professional Java 9 games using JavaFX 9 and the latest new media assets What You ll Learn Design and build professional 3D Java 9 games using NetBeans 9 Java 9 and JavaFX 9 Integrate new media assets such as digital imagery and digital audio Integrate the new JavaFX 9 multimedia engine API Create an interactive 3D board game modeled textured and animated using JavaFX Optimize game assets for distribution and learn how to use the Java 9 module system Who This Book Is For Experienced Java developers who may have some prior game development experience This book can be for experienced game developers new to Java programming

Pro Android Wearables Wallace Jackson, 2015-07-07 Pro Android Wearables details how to design and build Android Wear apps for new and unique Android wearable device types such as Google Android smartwatches which use the new WatchFaces API as well as health monitoring features and other cool features such as altimeters and compasses It s time to take your Android 5 Wear application development skills and experience to the next level and get exposure to a whole new world of hardware As smartwatches continue to grab major IoT headlines there is a growing interest in building Android apps that run on these wearables which are now being offered by dozens of major

manufacturers This means more revenue earning opportunity for today's indie app developers Additionally this book provides new media design concepts which relate to using media assets as well as how to optimize Wear applications for low power single core dual core or quad core CPUs and how to use the IntelliJ Android Studio IDE and the Android device emulators for popular new wearable devices

Android Apps for Absolute Beginners Wallace Jackson, 2014-08-28 Anybody can start building multimedia apps for the Android platform and this book will show you how Now updated to include both Android 4.4 and the new Android L Android Apps for Absolute Beginners Third Edition takes you through the process of getting your first Android apps up and running using plain English and practical examples If you have a great idea for an Android app but have never programmed before then this book is for you This book cuts through the fog of jargon and mystery that surrounds Android apps development and gives you simple step by step instructions to get you started Teaches Android application development in language anyone can understand giving you the best possible start in Android development Provides simple step by step examples that make learning easy allowing you to pick up the concepts without fuss Offers clear code descriptions and layout so that you can get your apps running as soon as possible This book covers both Android 4.4 KitKat and Android L but is also backwards compatible to cover the previous Android releases since Android 1.5

Digital Image Compositing Fundamentals Wallace Jackson, 2015-10-12 Digital Image Compositing Fundamentals is an introductory title covering concepts central to digital imagery and digital image compositing using software packages such as Adobe Photoshop or the open source GIMP software which is used for this book because it is free for commercial use This book builds on the fundamental concepts of pixels color depth and layers and gets more advanced as chapters progress covering pixel transparency using the alpha channel pixel blending using Porter Duff blending and transfer modes and digital image file formats and key factors regarding a data footprint optimization work process What You'll Learn What are the most common memes in digital imaging What comprises a digital image compositing pipeline What are the concepts behind digital imaging How to install and use GIMP 2.8 or 2.9 What are and how to use the concepts behind color depth and image optimization Audience This book is for those new to image compositing editing Ideal for web developers game developers who need to learn these kinds of fundamentals quickly and effectively

Digital Audio Editing Fundamentals Wallace Jackson, 2015-12-16 This concise book builds upon the foundational concepts of MIDI synthesis and sampled waveforms It also covers key factors regarding the data footprint optimization work process streaming versus captive digital audio new media assets digital audio programming and publishing platforms and why data footprint optimization is important for modern day new media content development and distribution Digital Audio Editing Fundamentals is a new media mini book covering concepts central to digital audio editing using the Audacity open source software package which also apply to all of the professional audio editing packages The book gets more advanced as chapters progress and covers key concepts for new media producers such as how to maximize audio quality and which digital audio new media formats are best for use with

Kindle Android Studio Java JavaFX iOS Blackberry Tizen Firefox OS Chrome OS Opera OS Ubuntu Touch and HTML5 You will learn Industry terminology involved in digital audio editing synthesis sampling analysis and processing The work process which comprises a fundamental digital audio editing analysis and effects pipeline The foundational audio waveform sampling concepts that are behind modern digital audio publishing How to install and utilize the professional open source Audacity digital audio editing software Concepts behind digital audio sample resolution and sampling frequency and how to select settings How to select the best digital audio data codec and format for your digital audio content application How to go about data footprint optimization to ascertain which audio formats give the best results Using digital audio assets in computer programming languages and content publishing platforms

Android Studio New Media Fundamentals Wallace Jackson, 2015-11-27 This book is a brief primer covering concepts central to digital imagery digital audio and digital illustration using open source software packages such as GIMP Audacity and Inkscape These are used for this book because they are free for commercial use The book builds on the foundational concepts of raster vector and waves audio and gets more advanced as chapters progress covering what new media assets are best for use with Android Studio as well as key factors regarding the data footprint optimization work process and why it is important What You Will Learn What are the primary genres of new media content production What new media assets Android Studio supports What are the concepts behind new media content production How to Install and use GIMP Inkscape and Audacity software How to integrate that software with Android Studio fast becoming the most popular IDE for Android apps design and development Audience Primary audience includes Android developers especially game designers developers and others who need access to multimedia elements Secondary multimedia producers RIA developers game designers UI designers and teachers

Digital Illustration Fundamentals Wallace Jackson, 2015-12-23 This fun concise full color book introduces the fundamentals of digital illustration and covers how to develop and optimize these types of scalable vector graphics SVG using Inkscape 0.91 or later It also covers concepts central to digital painting using the Corel Painter 2016 professional digital painting and illustration paid software package which also has a free trial version and a discount for purchasers of this book The book builds upon the foundational concepts of vector graphics and the SVG format and gets more advanced as chapters progress covering what vector new media formats and SVG commands and SVG filters are best for use with Android Studio Java 8 JavaFX iOS Kindle Fire and HTML5 The book covers key factors regarding the data footprint optimization work process and why data footprint optimization is important and covers programming languages used for digital illustration and publishing platforms which support digital illustration and how to assimilate these into your digital illustration and digital painting content production pipelines and workflow You will learn The terminology of vector imaging and digital illustration What comprises a digital illustration 2D modeling and rendering pipeline Concepts and principles behind digital illustration content production How to install and utilize 64 bit Inkscape 0.91 for Windows Mac OSX and Linux Concepts behind spline

curves strokes fills patterns and rendering Digital illustration data formats and data footprint optimization Audience Primary Artists Illustrators Website Developers Flash Developers User Interface Designers Digital Signage Content Developers e Learning Content Creators eBook Authors Secondary Android Developers iOS Developers Multimedia Producers Rich Internet Application RIA Programmers Game Designers Teachers Educators div **Beginning Android 4 Games**

Development Mario Zechner,Robert Green,2012-01-25 Beginning Android 4 Games Development offers everything you need to join the ranks of successful Android game developers You ll start with game design fundamentals and programming basics and then progress toward creating your own basic game engine and playable game that works on Android 4 0 and earlier devices This will give you everything you need to branch out and write your own Android games The potential user base and the wide array of available high performance devices makes Android an attractive target for aspiring game developers Do you have an awesome idea for the next break through mobile gaming title Beginning Android 4 Games Development will help you kick start your project The book will guide you through the process of making several example games for the Android platform and involves a wide range of topics The fundamentals of Android game development targeting Android 1 5 4 0 devices The Android platform basics to apply those fundamentals in the context of making a game The design of 2D and 3D games and their successful implementation on the Android platform *Game Development: Game Design & Programming for Beginners | Learn to Build Games from Scratch* K. Patinson, Game Development Game Design Programming for Beginners is a complete guide for aspiring game developers with no prior experience in coding or design This beginner friendly book takes you through the fundamentals of game mechanics level design character development and programming using popular tools and engines Learn how to create interactive 2D and 3D games step by step understand the logic behind gameplay and turn your creative ideas into playable experiences Whether you want to build your first mobile game or start a career in game development this book offers the practical knowledge and skills to get you started

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