

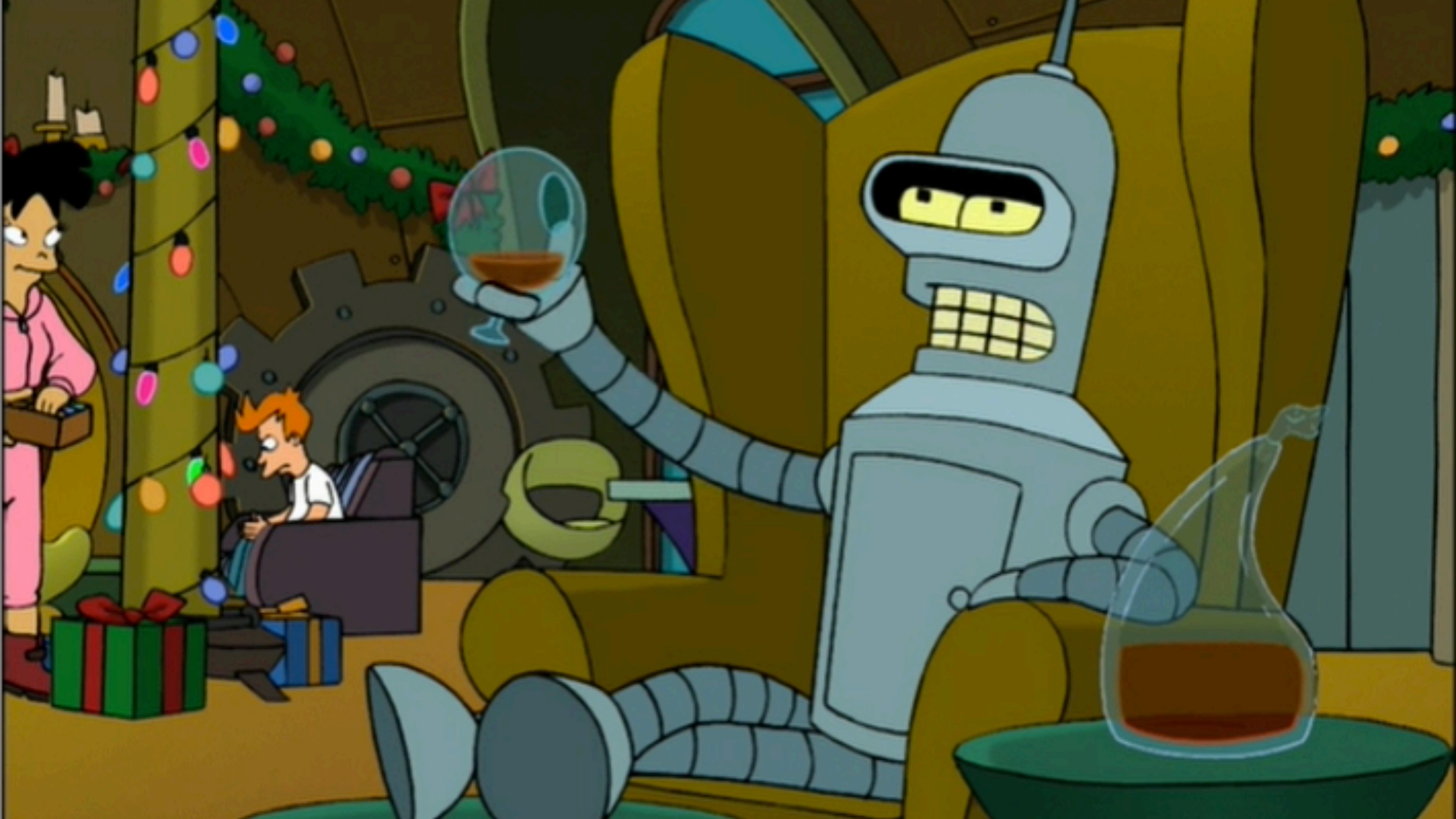


AwayJS

Unwrapped

infiniteturtles.co.uk

@robnet



7

IVES

BY ENEMY BASE

BY ENEMY BASE

E UPLINKS • 01

4

1

1









DRIVE THE CHANGE

MAXIM
MAXIMONLINE.RU

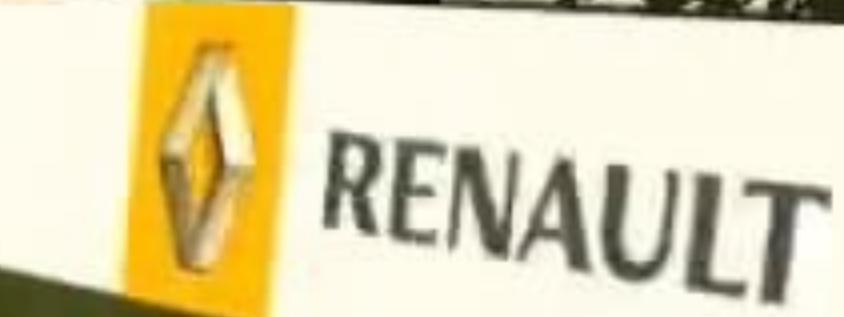
ИГРА

РЕЙТИНГ

АВТОМОБILI

БАЛЛЫ

3200



СКОРОСТЬ

ЗВУК



СКАЧАТЬ БРОШЮРУ: MEGANE R.S. / CLIO R.S.

ПРАВИЛА КОНКУРСА





GUEST
TIME LEFT 5:44
LAST MOVE



YOUR MOVE



AI
TIME LEFT 05:00
LAST MOVE





Distribué dans le monde entier depuis le port de Rotterdam en 1874.

L'ABUS D'ALCOOL EST DANGEREUX POUR LA SANTÉ. À CONSOMMER AVEC MODÉRATION



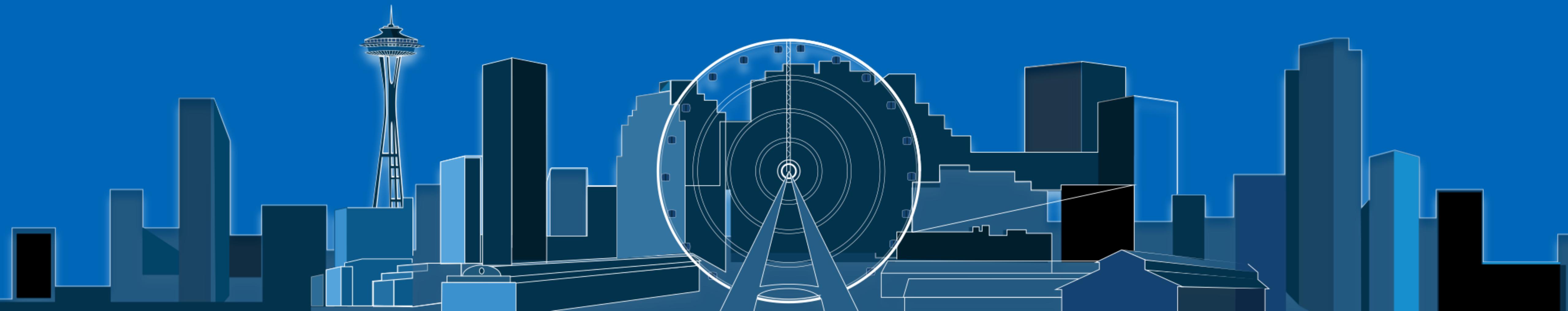


This plugin is vulnerable and should be updated.
[Activate Adobe Flash.](#)

[Check for updates...](#)



TypeScript



Actionscript

```
package example

{
    public class Test
    {
        private var i:Number = 1;

        public function Test()
        {
            trace(i);
        }
    }
}
```

TypeScript

```
module example

{
    export class Test
    {
        private i:number = 1;

        constructor()
        {
            console.log(this.i);
        }
    }
}
```

TypeScript

```
module example
{
    export class Test
    {
        private i:number = 1;

        constructor()
        {
            console.log(this.i);
        }
    }
}
```

Javascript

```
var example;
(function (example) {
    var Test = (function () {
        function Test() {
            this.i = 1;
            console.log(this.i);
        }
        return Test;
    })();
    example.Test = Test;
})(example || (example = {}));
```



<http://typescript.away3d.com>

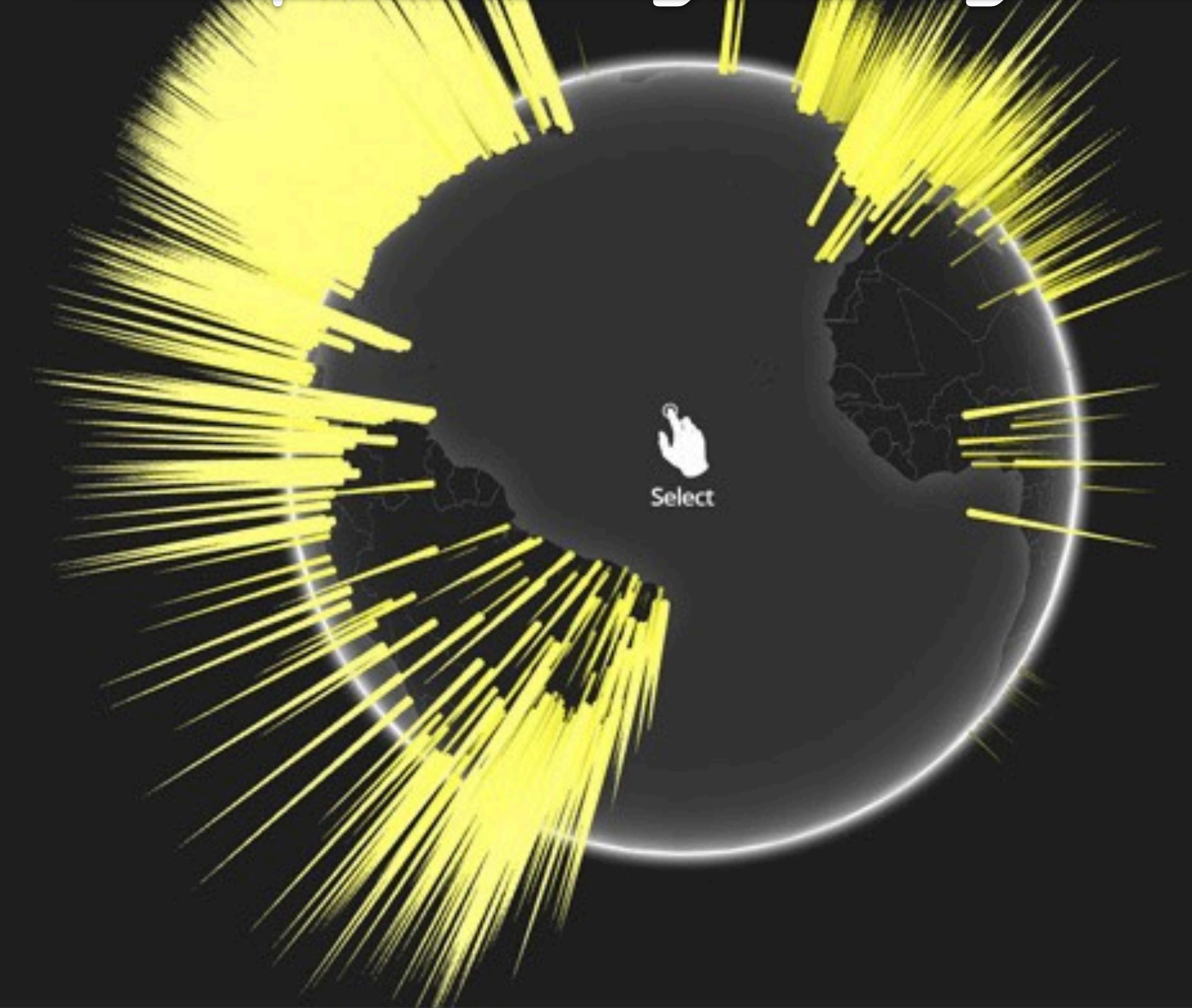


Away 3D TypeScript

Over the past few months we have been porting Away3D to TypeScript, which will be instantly familiar to current developers and easy to get started for new users whether you are using JavaScript or TypeScript.



http://digitalglo.be



06

12

18

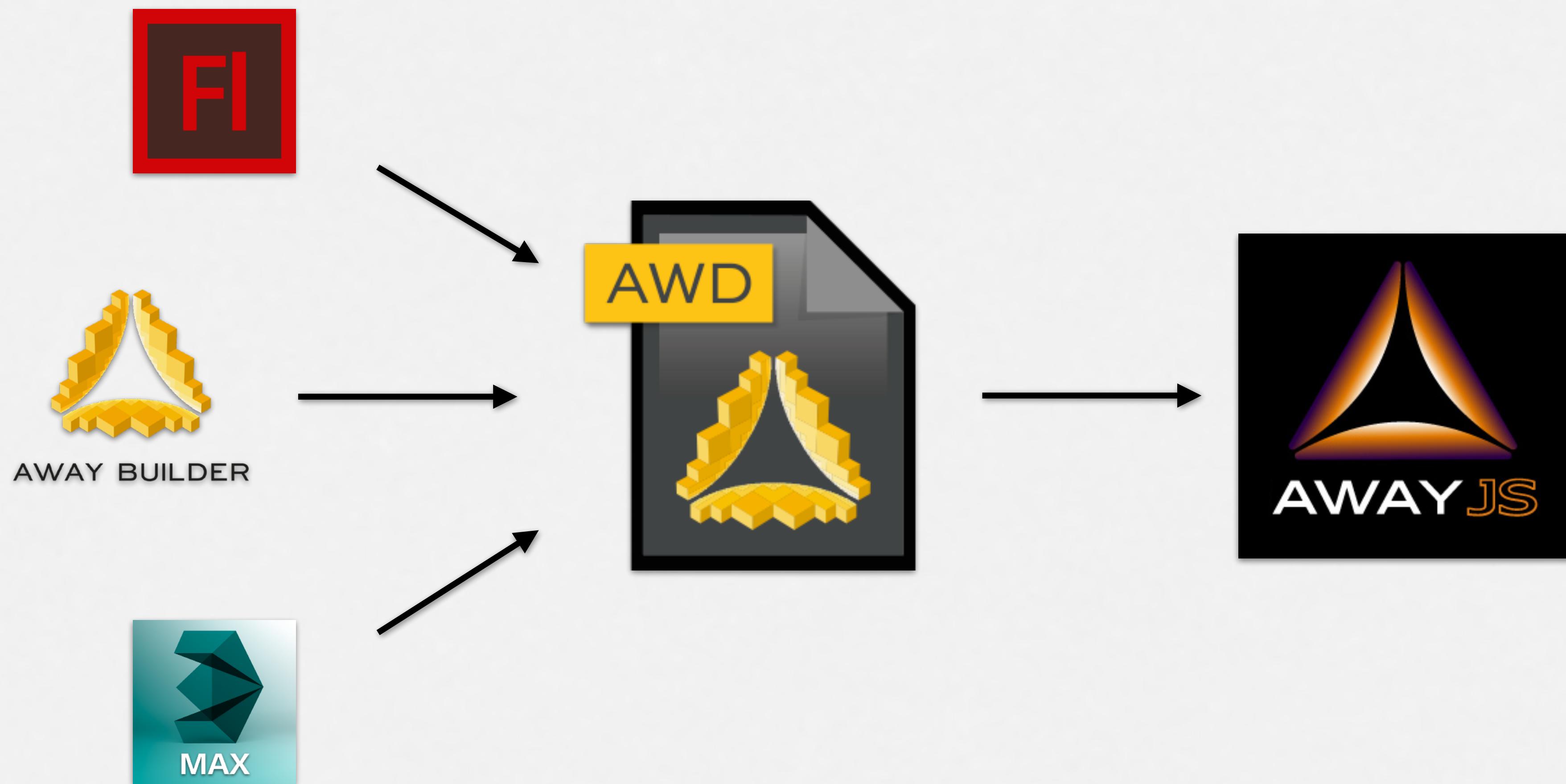
24





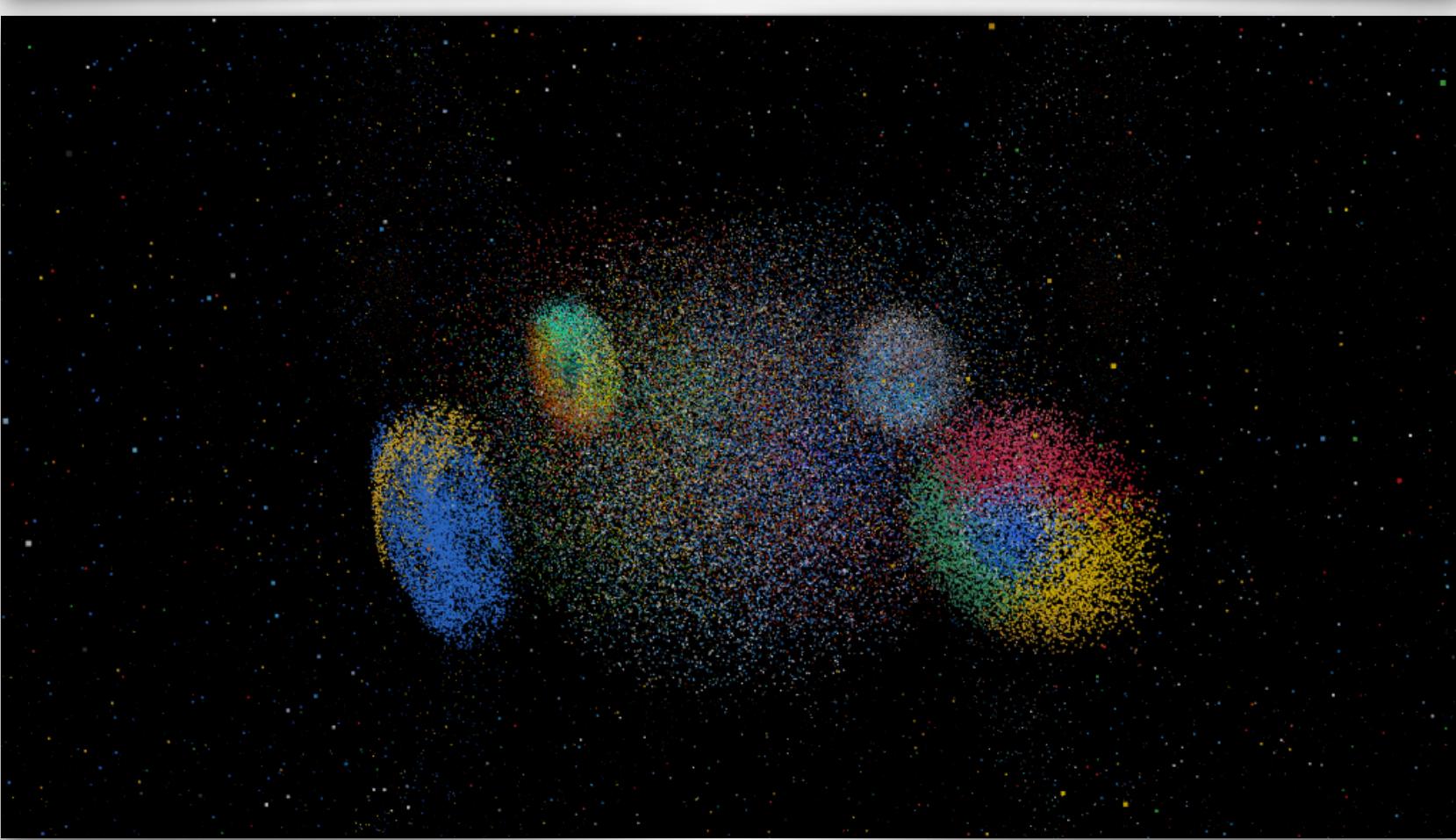
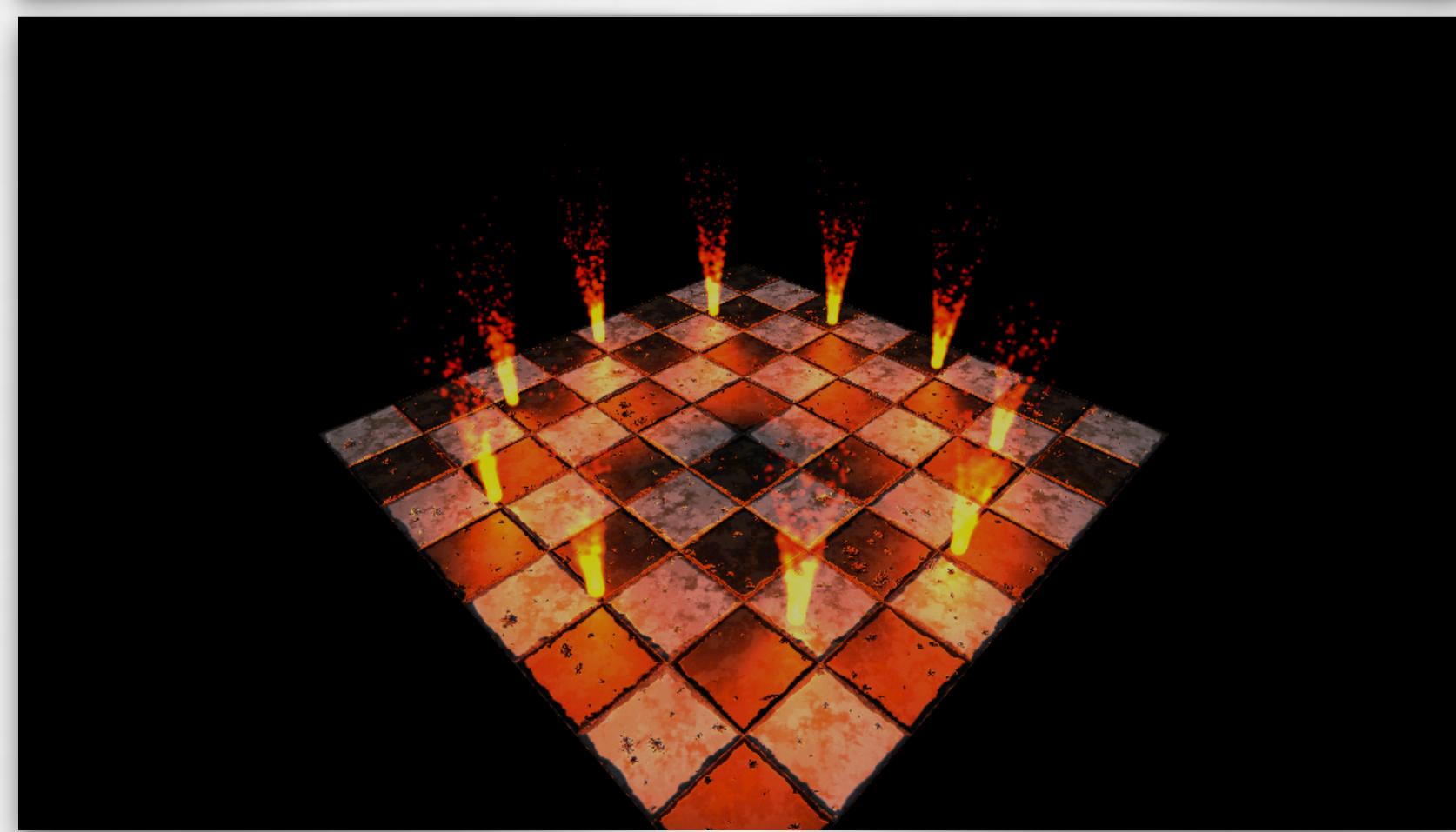
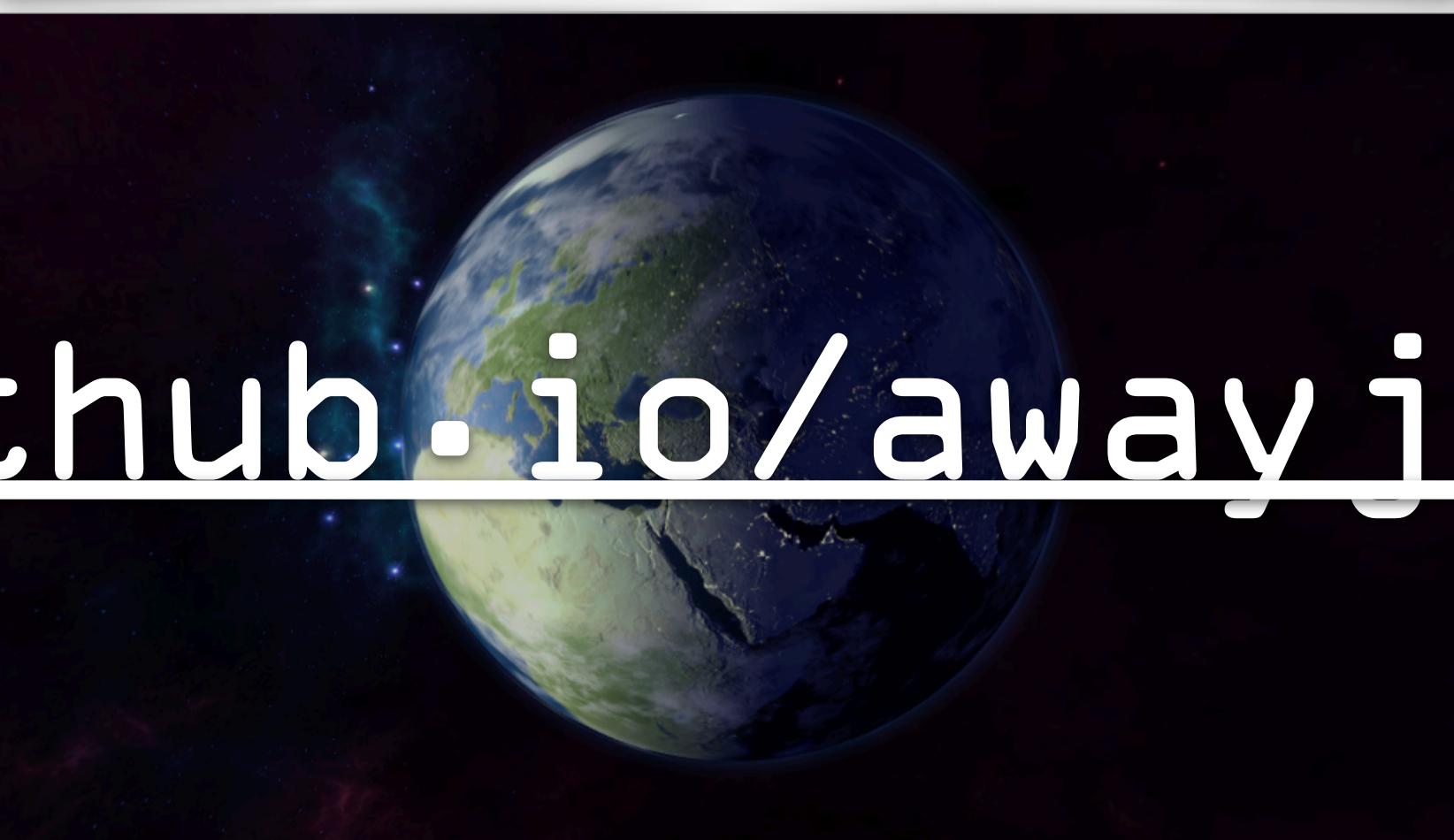
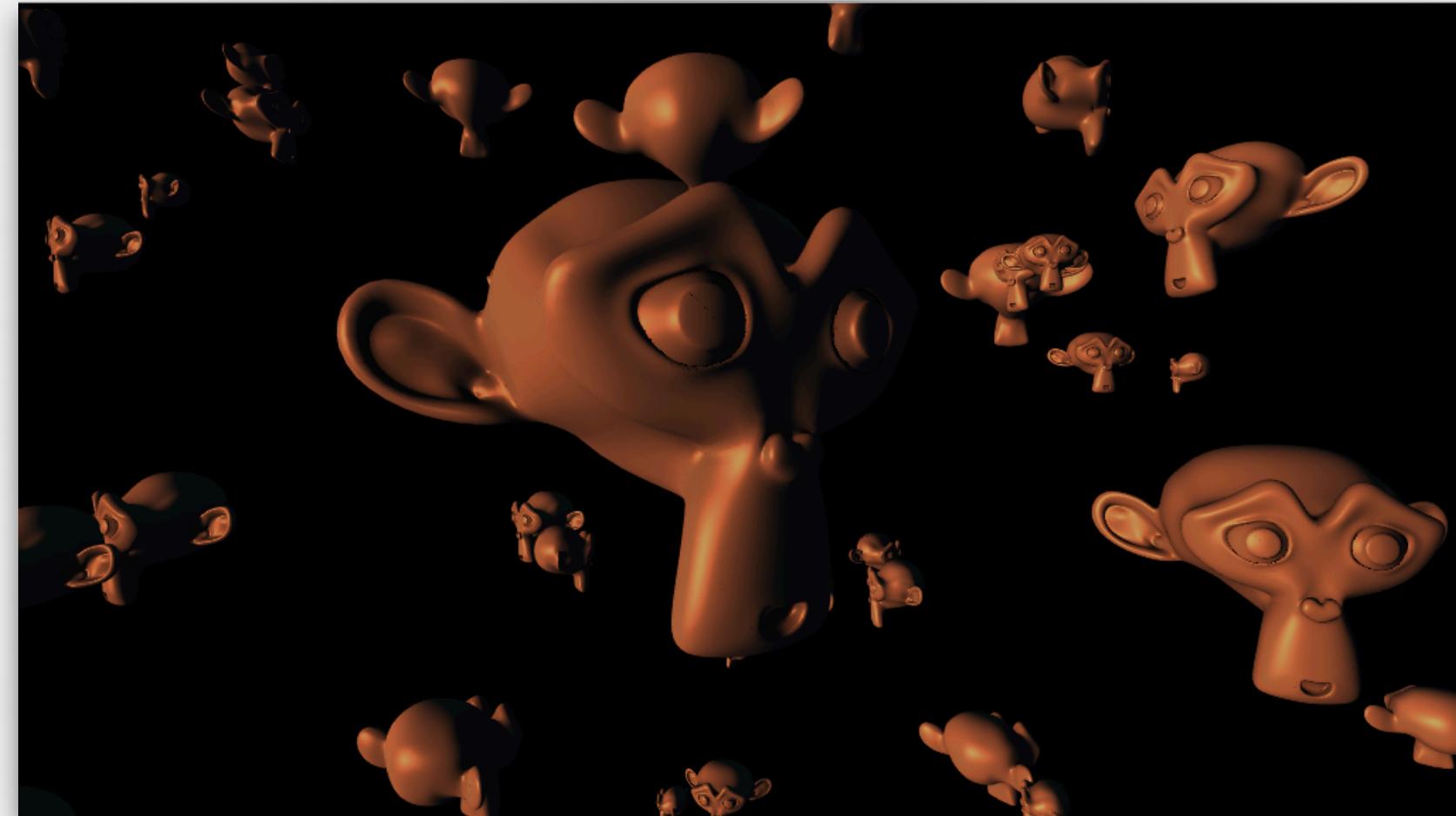
<http://github.com/awayjs>

- Asset library
- Modular materials
- Scene hierarchy
- Multi-light setups
- Skeleton animation
- Particle effects
- File parsers
- ...





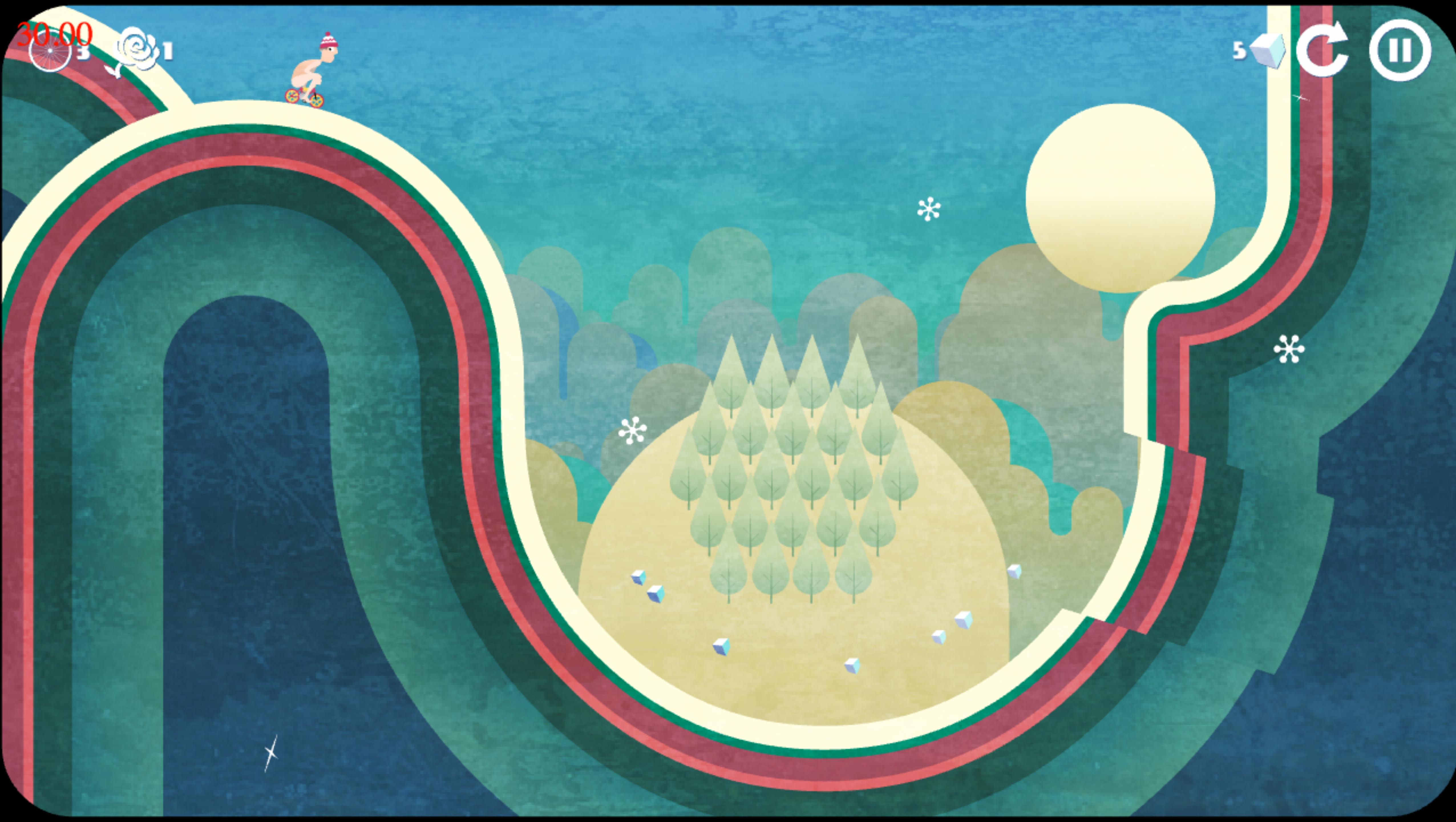
<http://awaytools.com/awaybuilder>



ICYCLE

ON THIN ICE





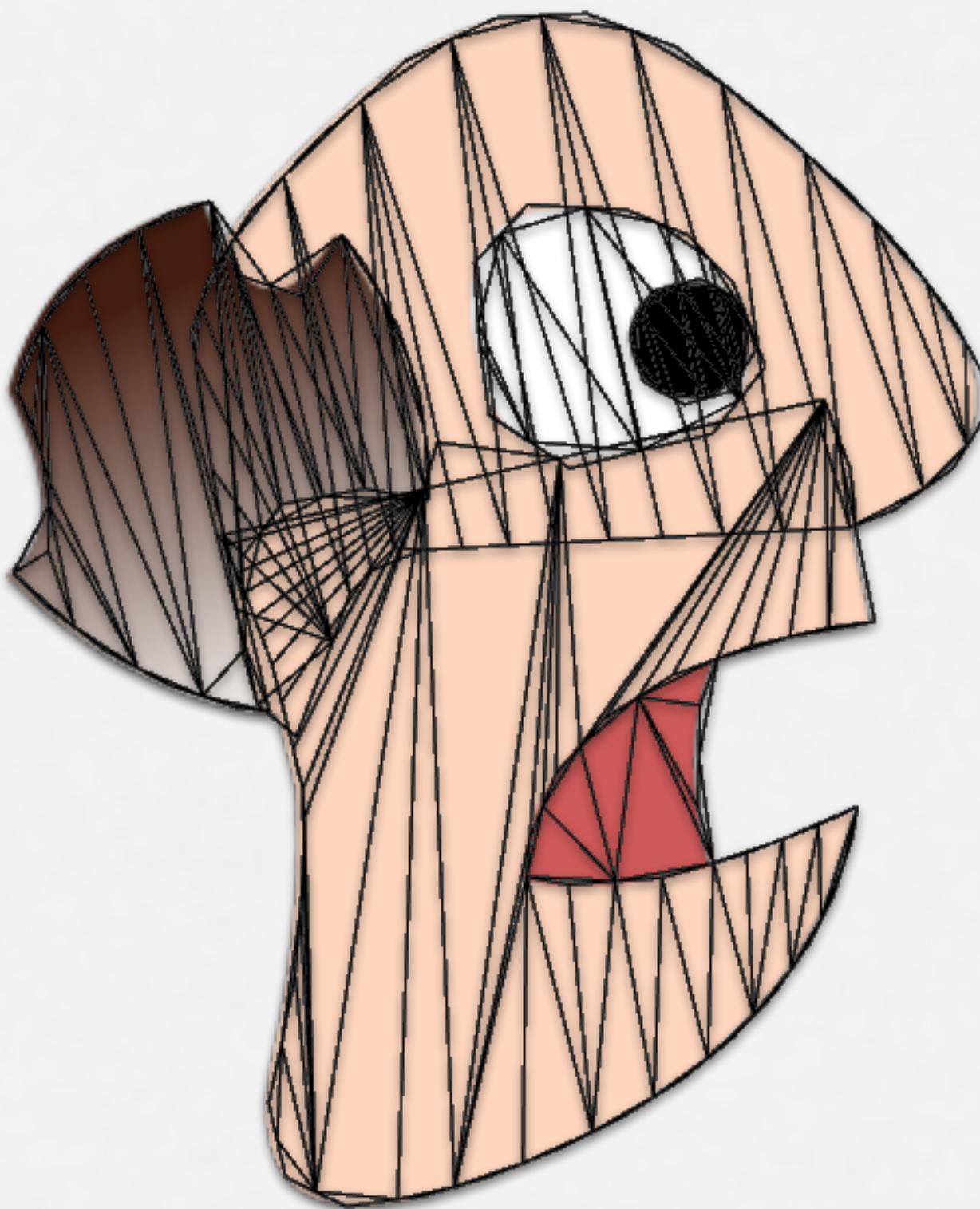
30.00



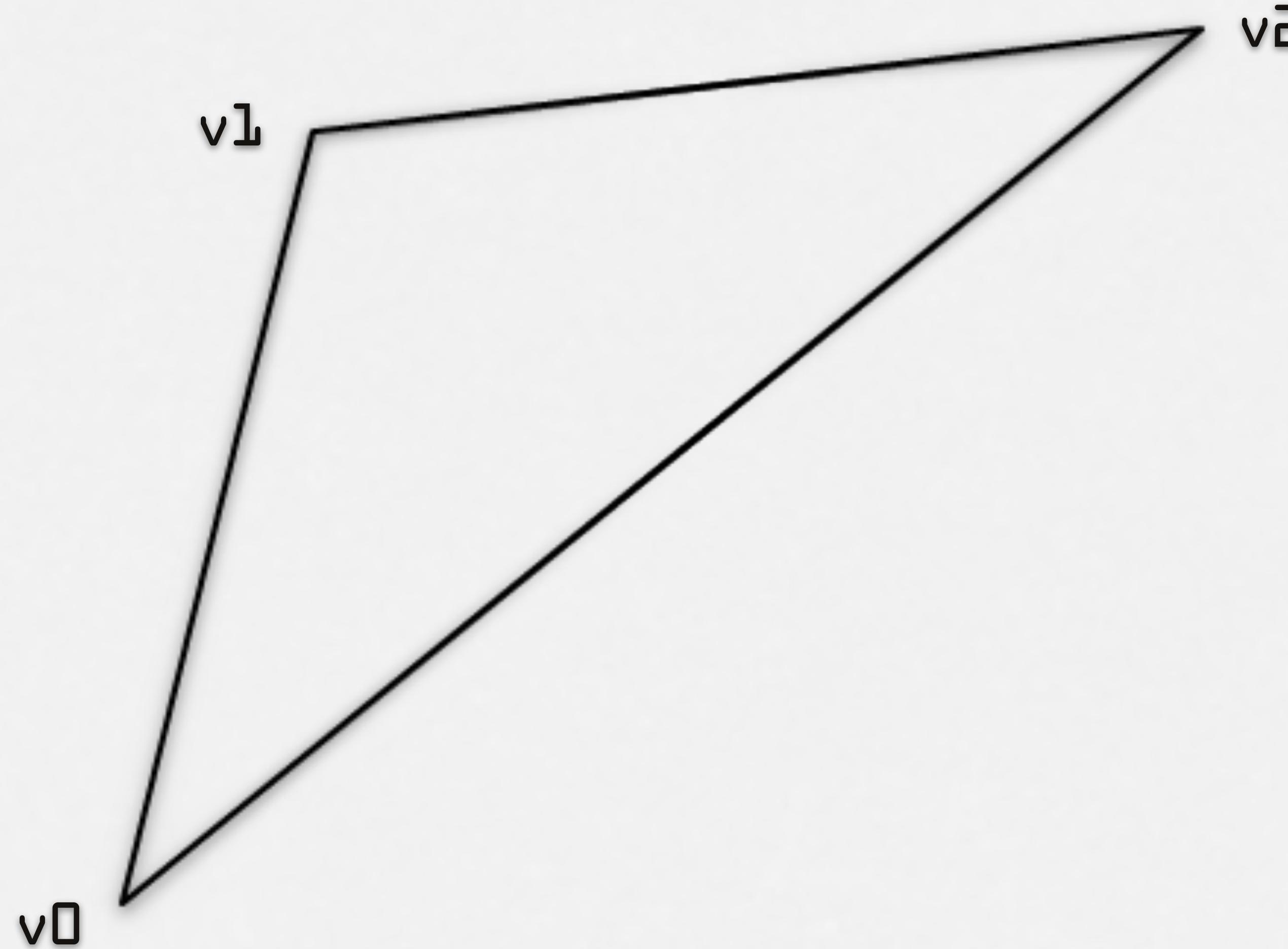
30.00



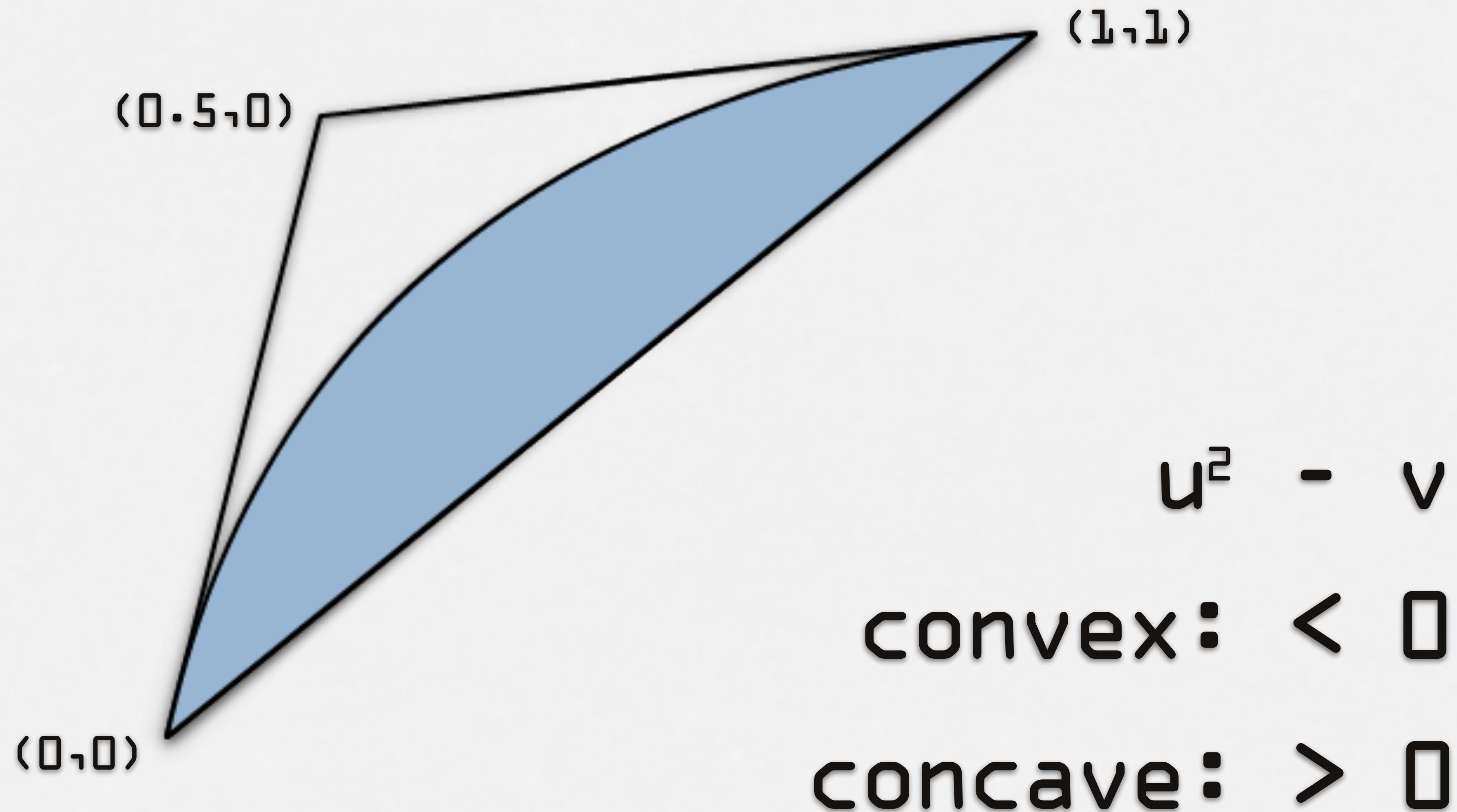
Tesselations whatcha need

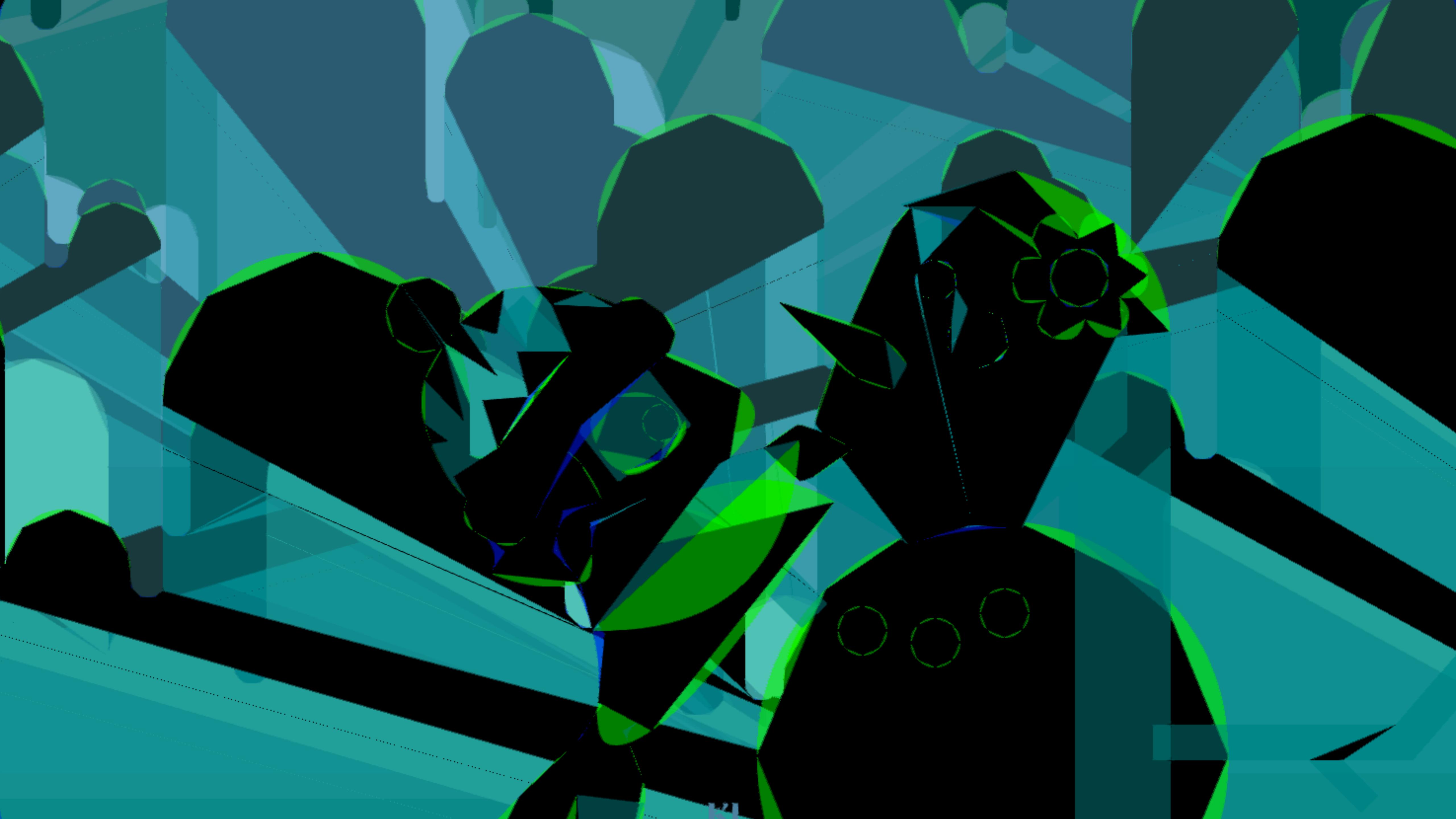


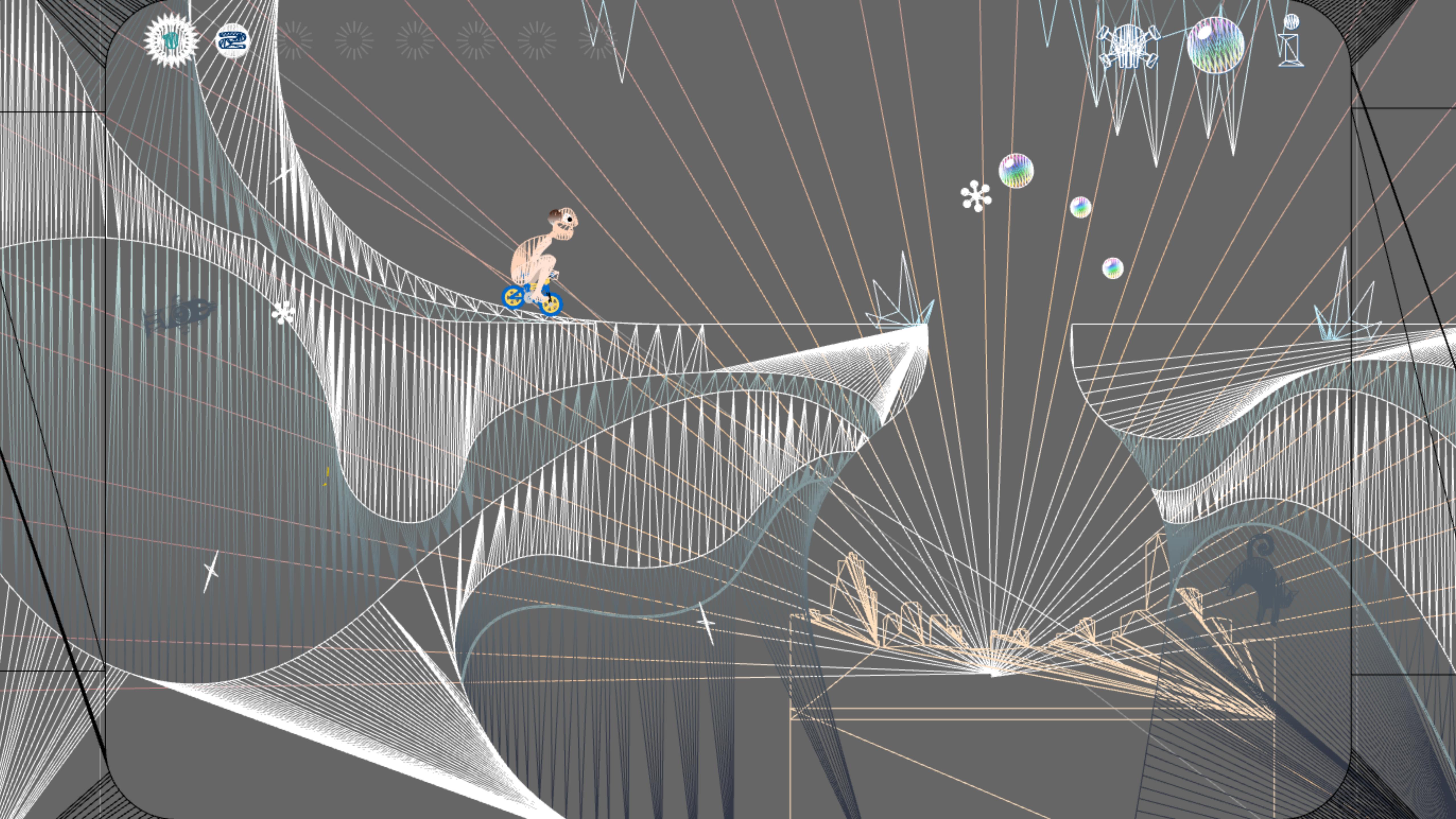
Loop-Blinn curve rendering



Loop-Blinn curve rendering





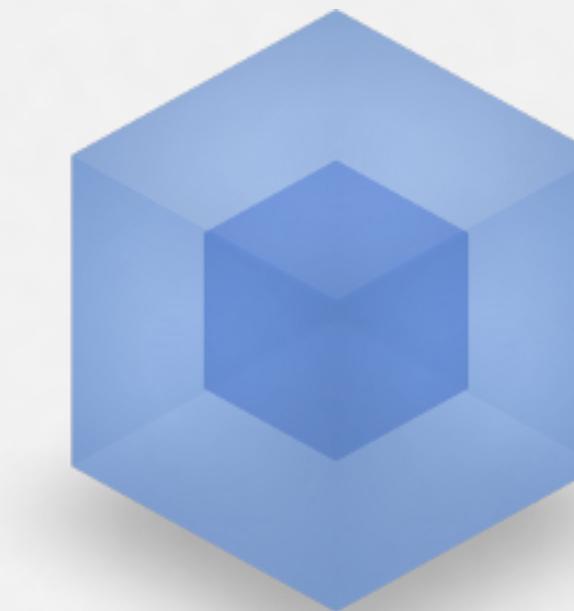


An





Travis CI



webpack
MODULE BUNDLER



BABEL



jspm.io

NPM INSTALL



ALL THE THINGS



ES6 Modules

- core
 - stage
 - renderer
 - graphics
 - scene
 - materials
 - view
 - ...
- =>
- awayjs-full



find packages



sign up or log in



@awayjs

9 packages

9 packages

name

@awayjs/core

@awayjs/stage

@awayjs/renderer

<http://npmjs.com/org/awayjs>

@awayjs/materials

30.00

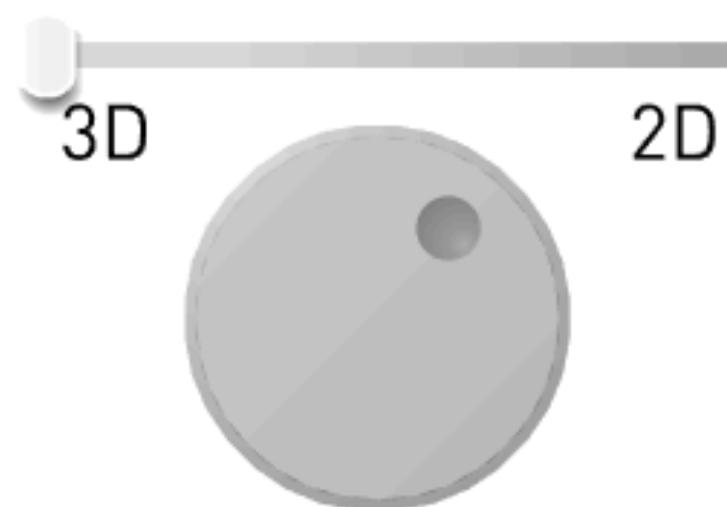
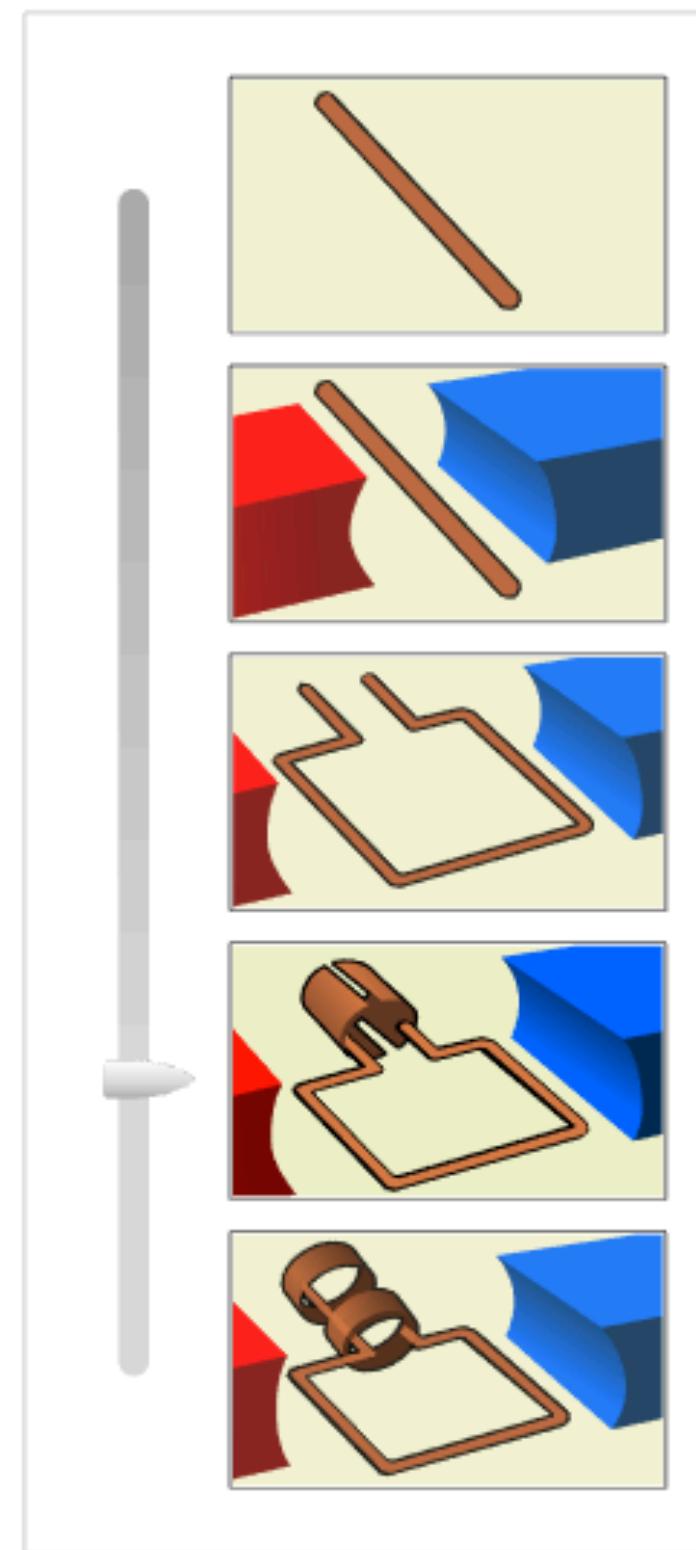




SUNFLOWER
FOR SCIENCE

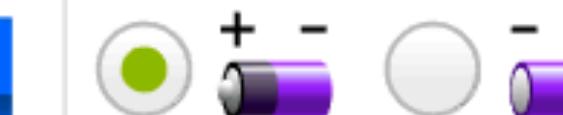
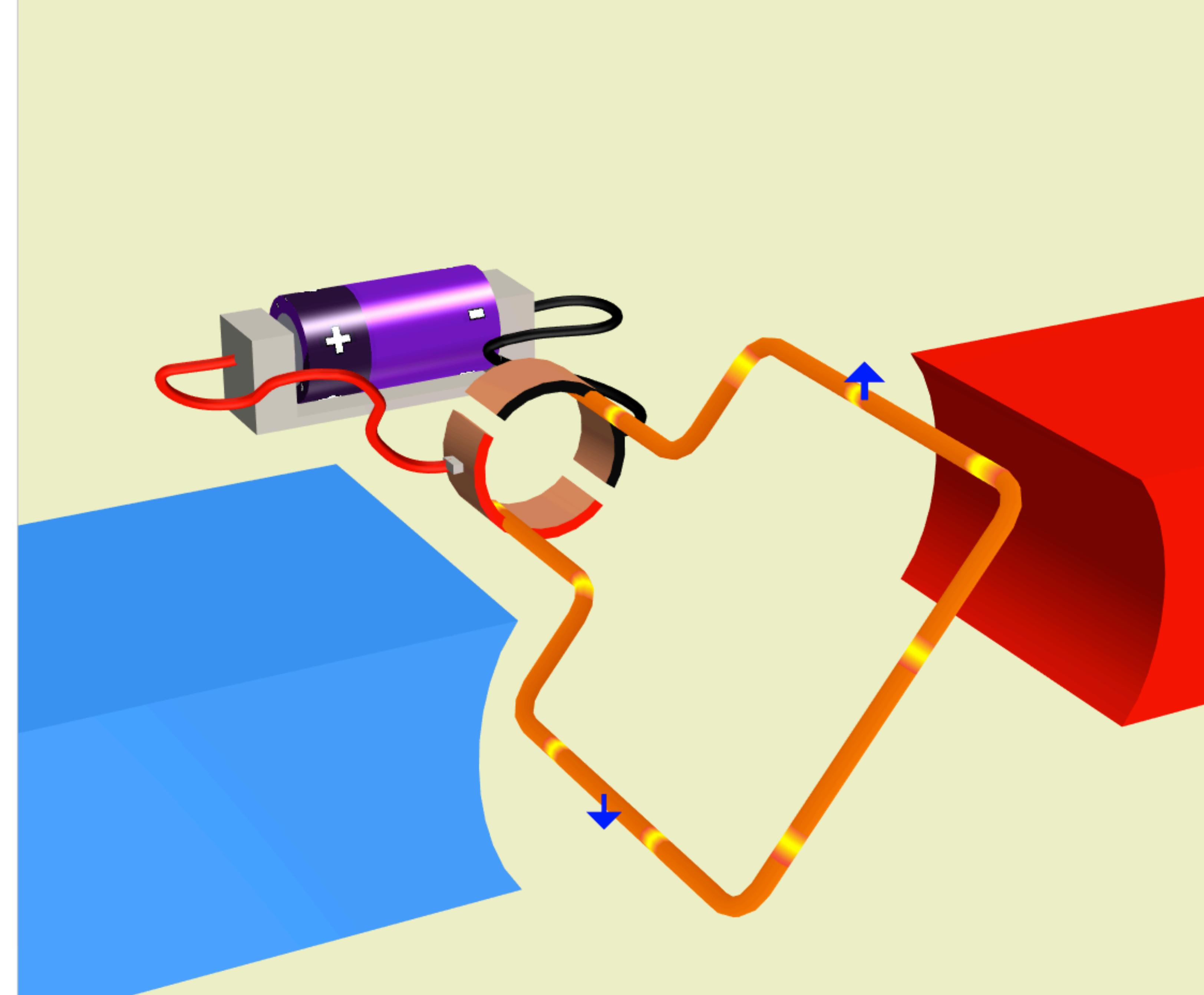
Motor

Generator



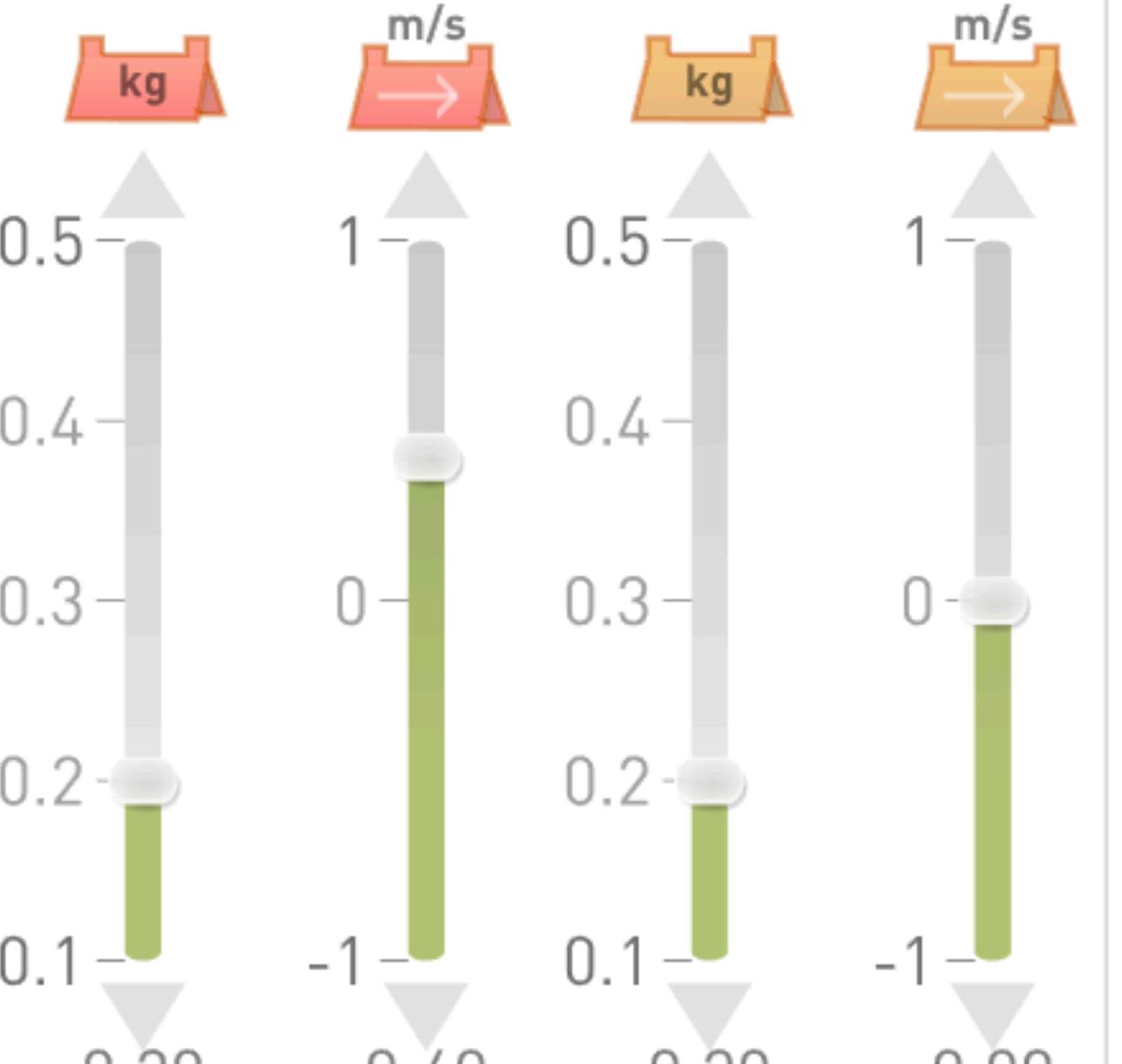
Auto-rotate

Options



Apparatus

Change settings



Forces

Velocity

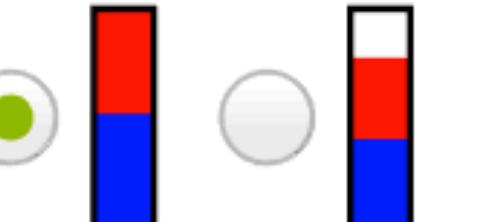
Acceleration

Momentum

small big

Energy

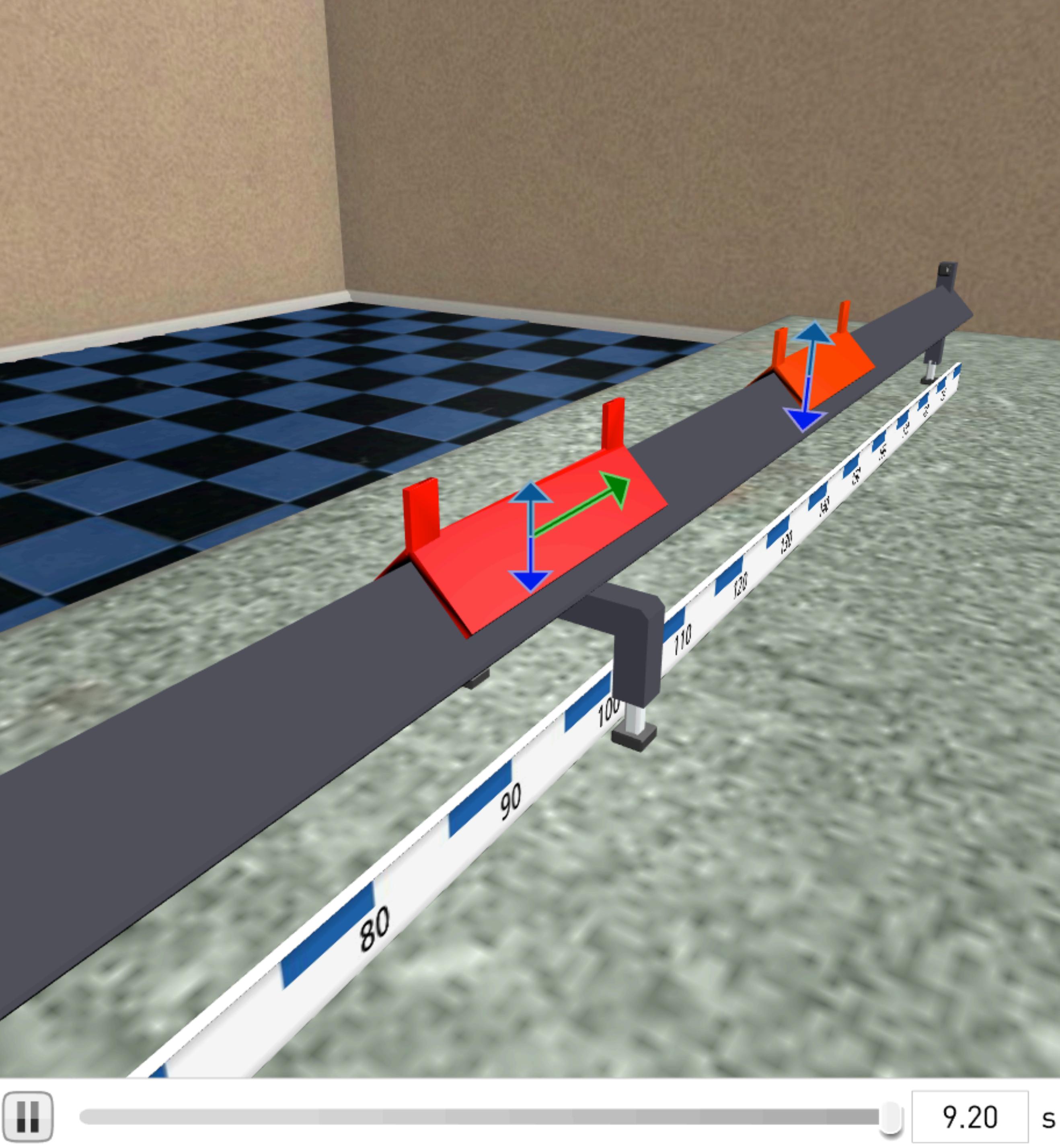
Kinetic



Potential

Show values

Close up



House Lights

Red



White



Green

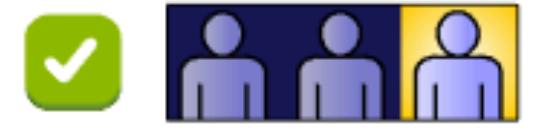
Default

 Reflect Absorb

All

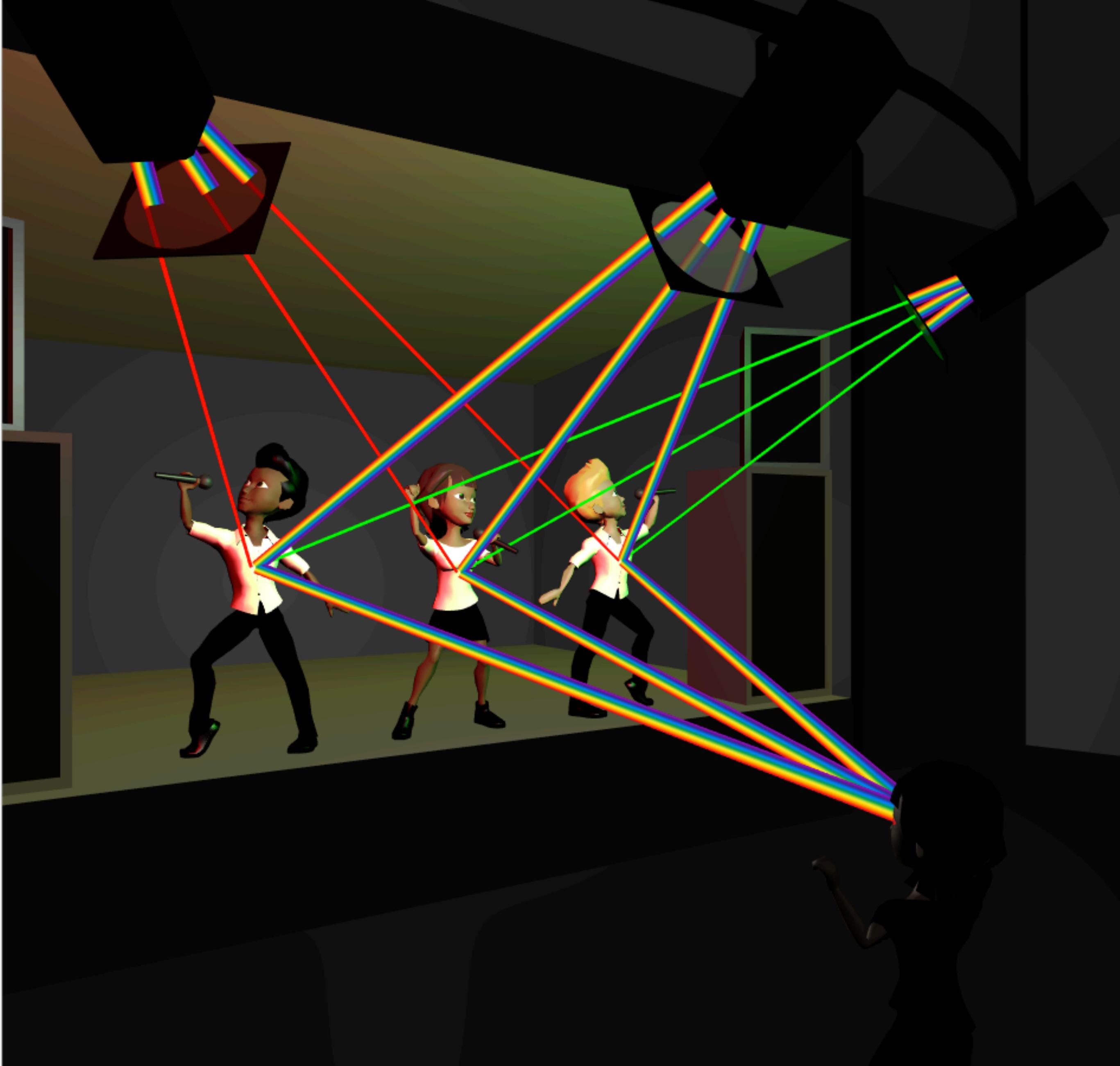


All



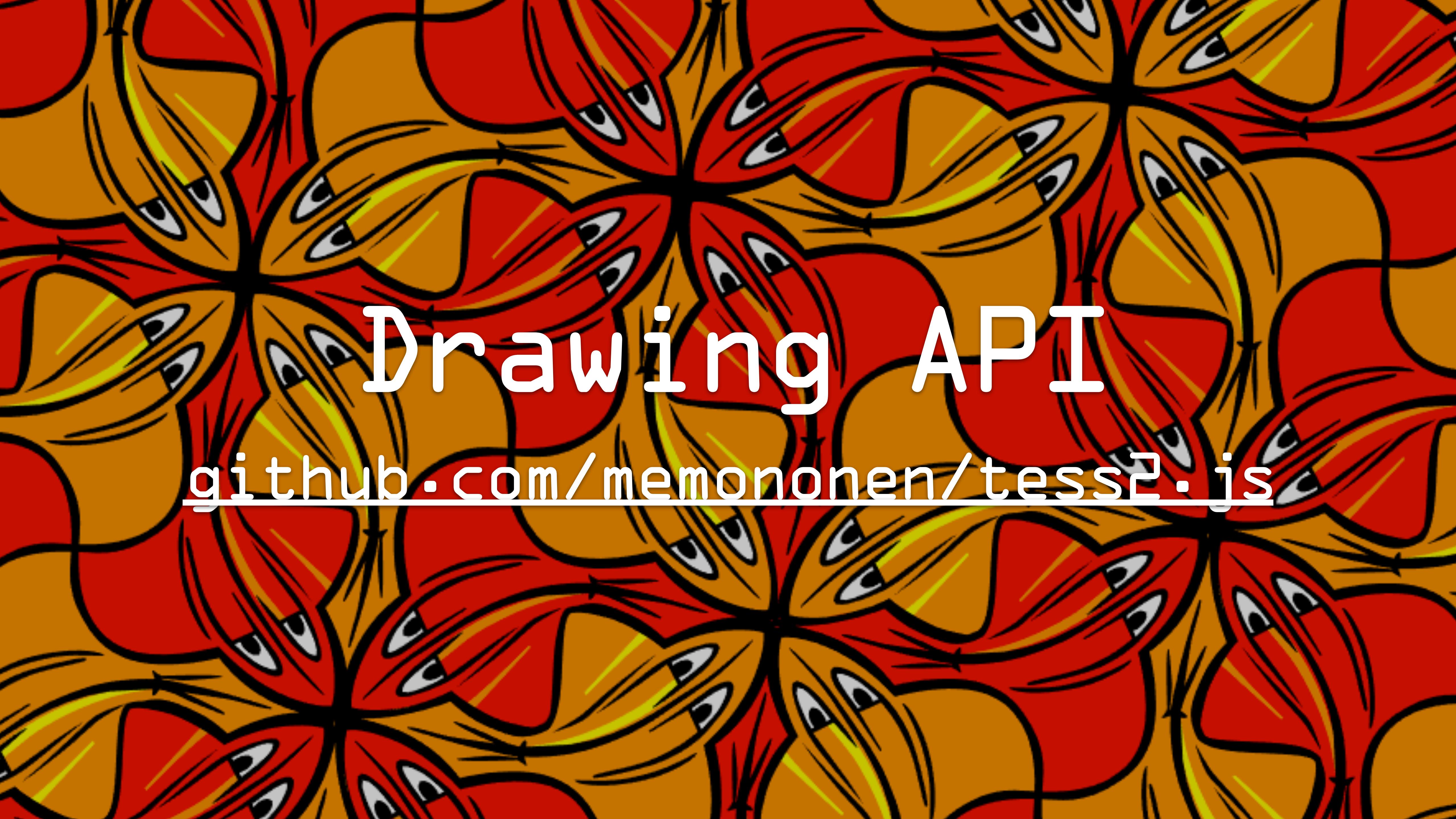
All

Default

 Autorotate

Click and drag the stage to rotate it

Reset



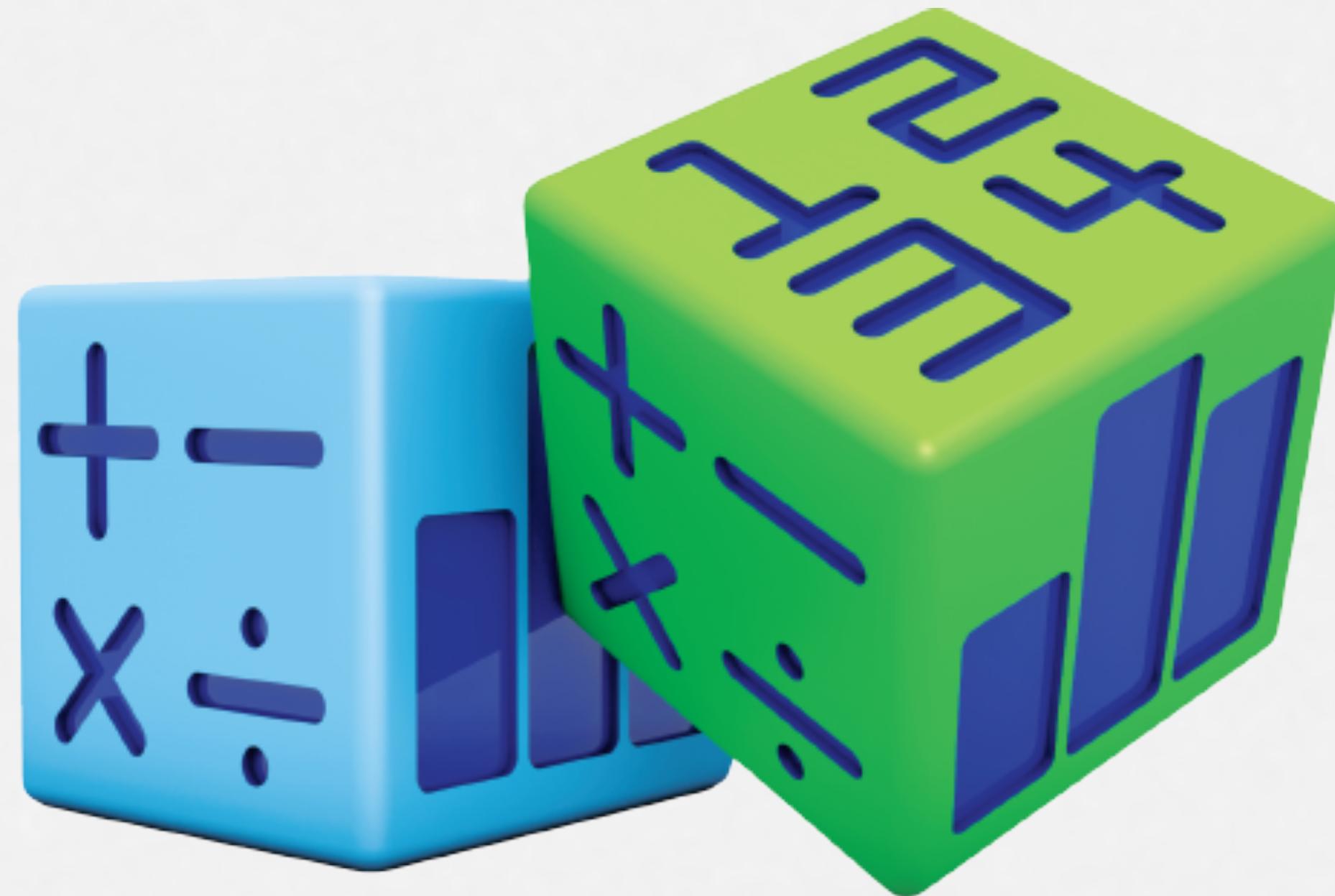
Drawing API

github.com/memononen/tess2.js

AS3 adapters

- flash => - das3web/flash
- away3d => - das3web/away3d
- starling => - das3web/starling
- tweenlite => - gsap

<http://github.com/as3web>



Maths-*Whizz*[®]

Brought to you by Whizz Education

Worded Problems

Make this amount by clicking on the coins.
Use as few coins as possible.
Click OK.

22p

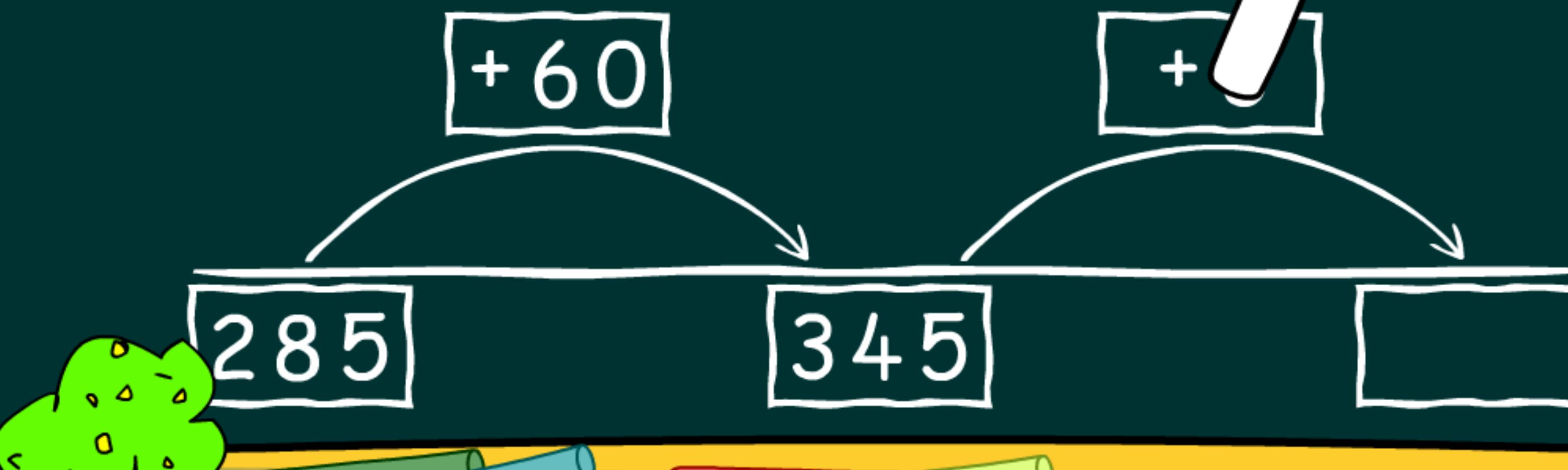


Pencil and Paper - addition

Learning about addition.

$$285 + 63 = \boxed{}$$

We now add 3 to this new number.

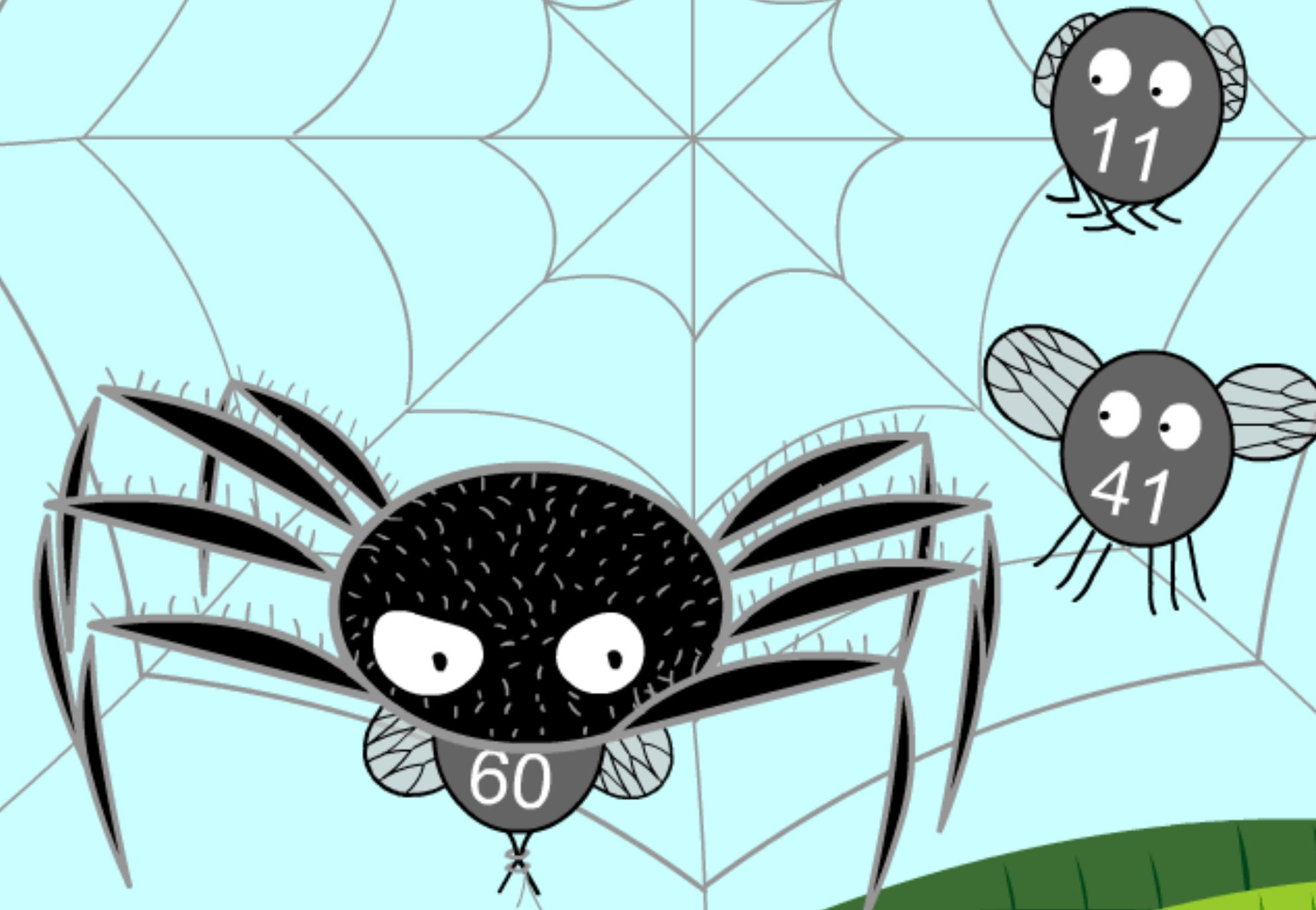
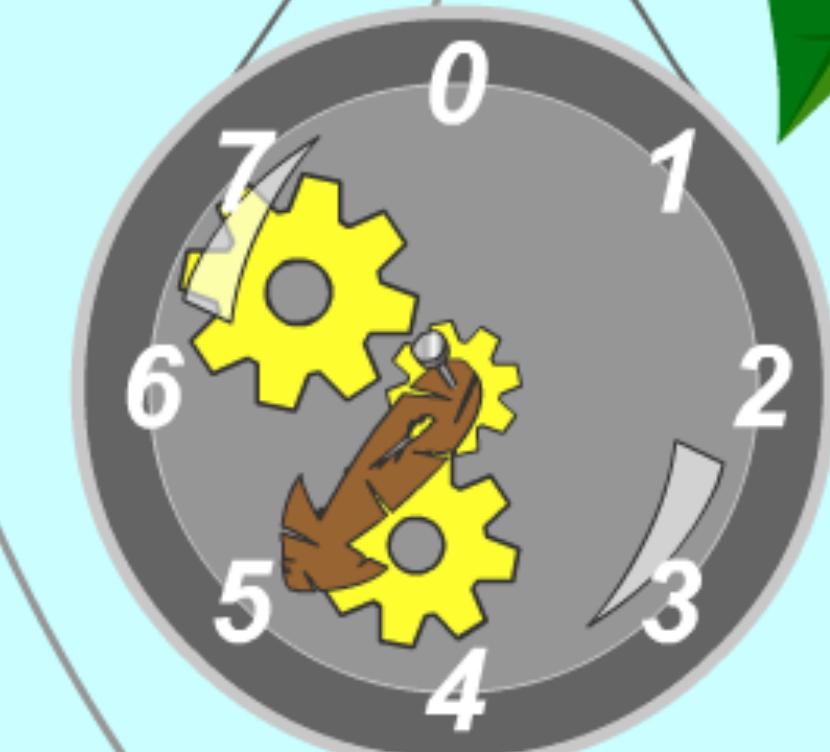


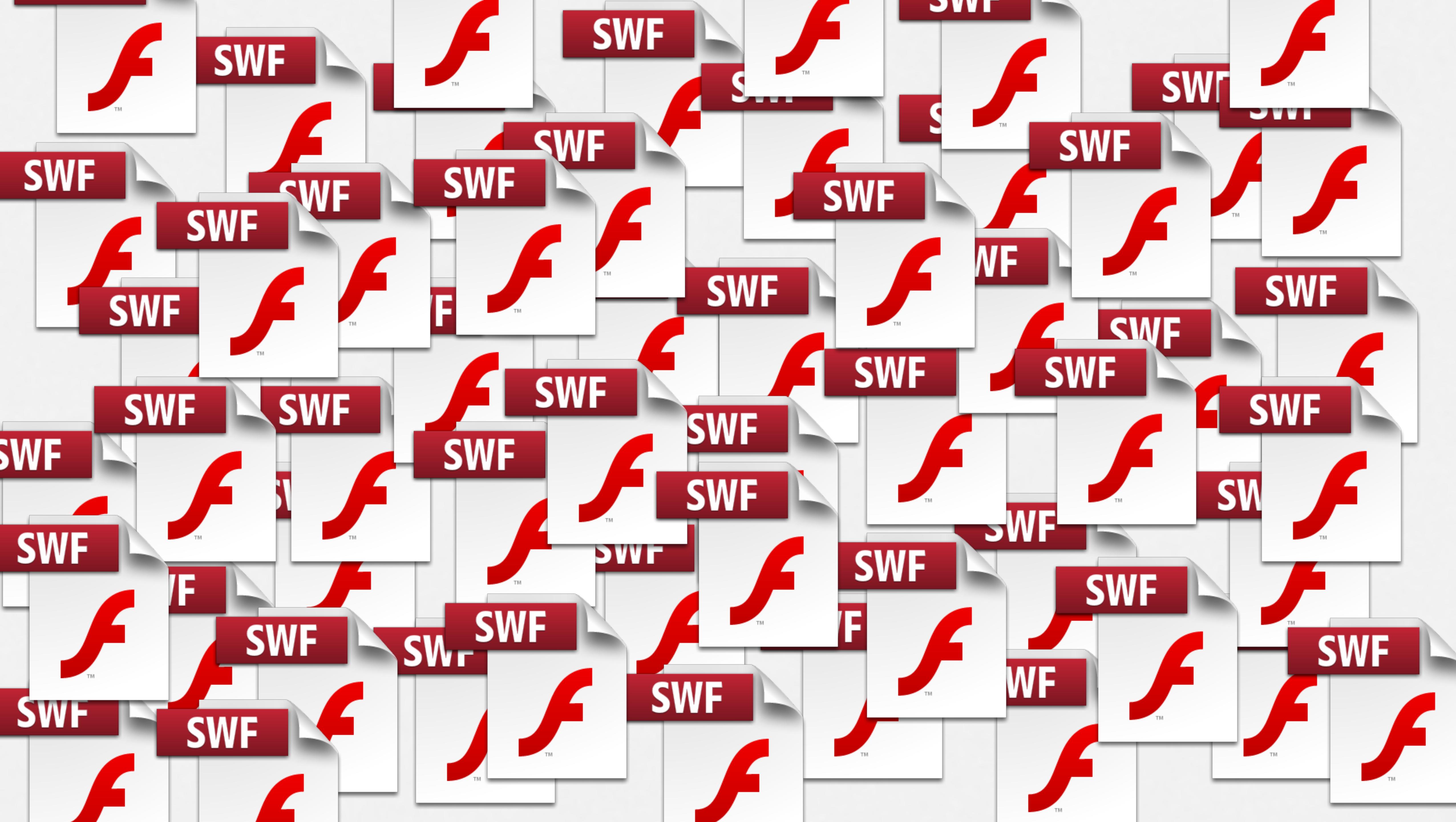
OK

Numbers and Number Sequences

Catch all the multiples of 6.

Good job! 60 is a multiple of 6.







SHUMWAY



ARE WE FLASH YET?

Actionscript Byte Code (abc)

a = b*b

=>

constants 'a', 'b'

push 'a', 'b'

getVariable

push 'b'

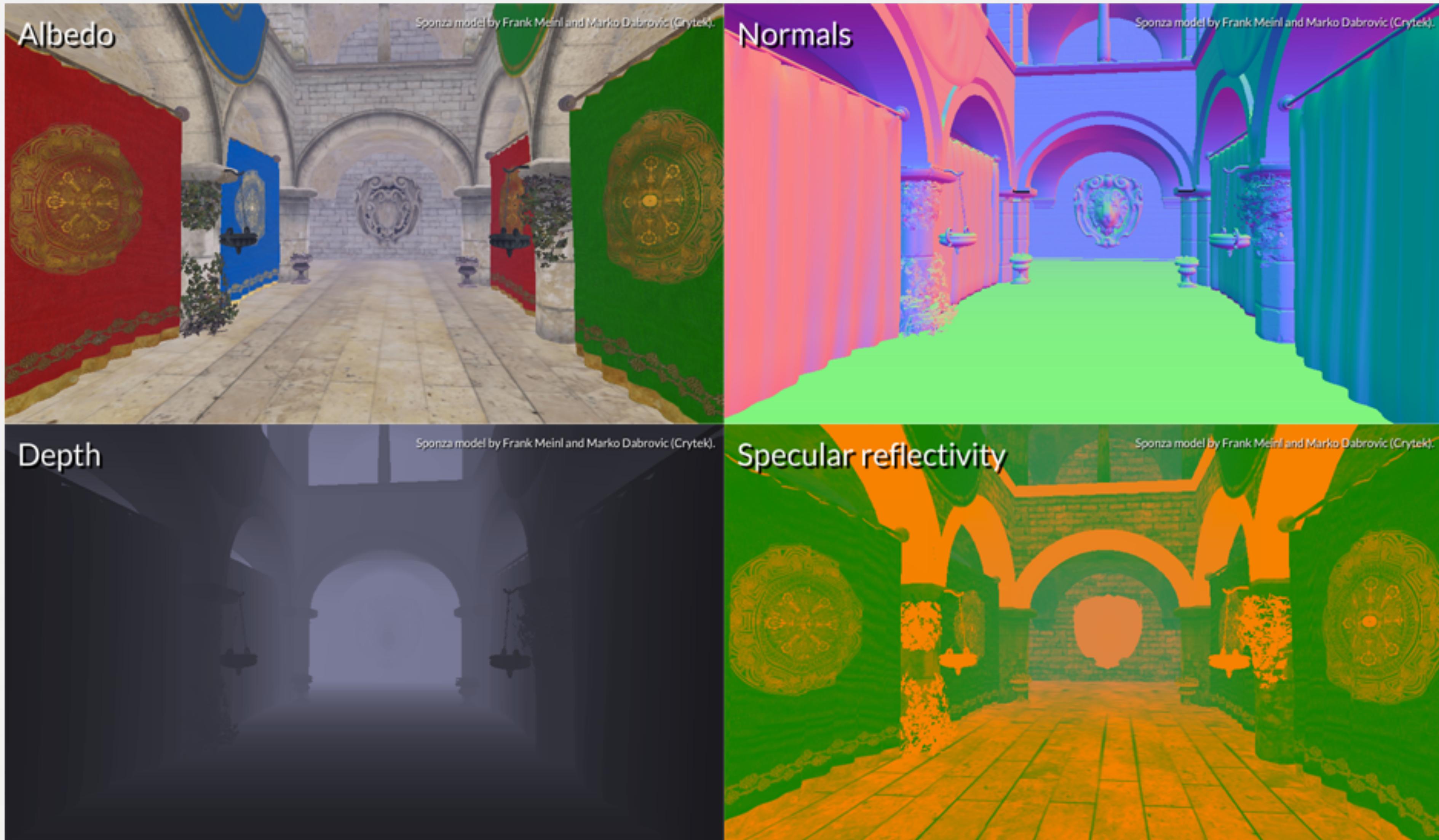
getVariable

multiply

setVariable



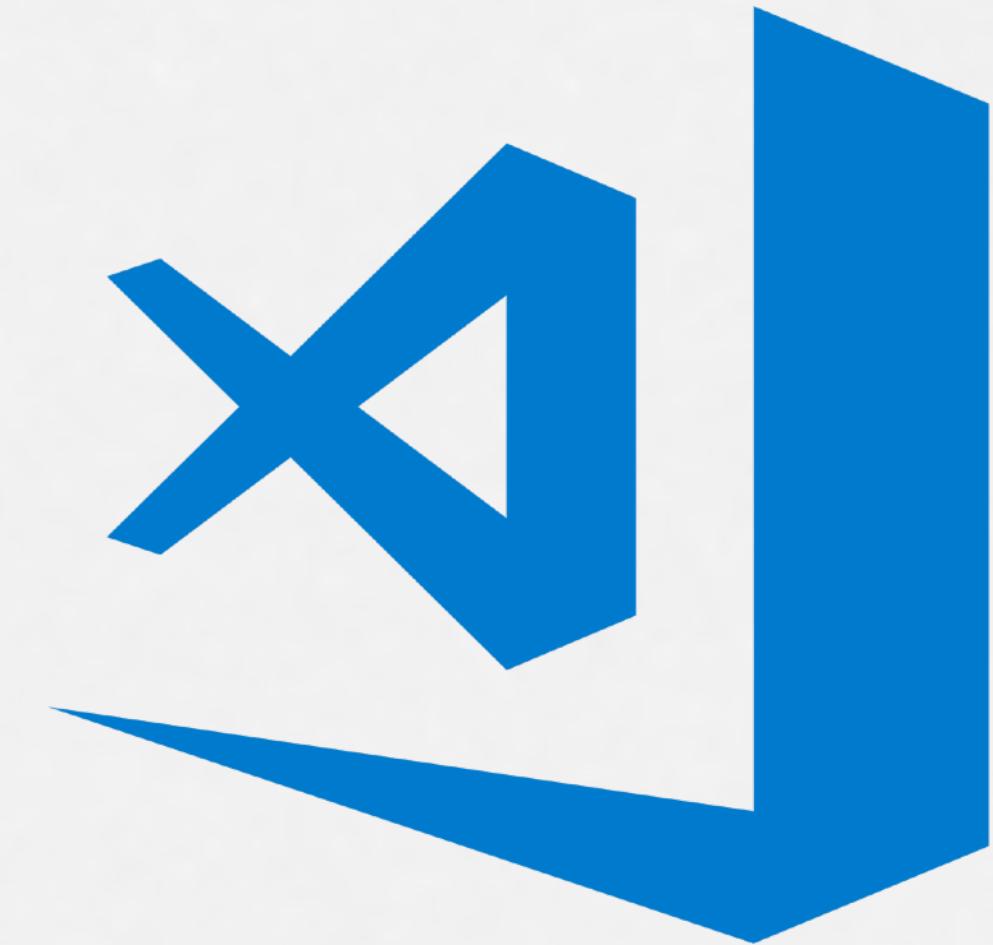
Multiple Render Targets (MRT)



Floating point textures (HDR)



IMMUTABLE



WEBASSEMBLY

<http://github.com/awayjs>

awayjs-examples

Thank You!

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