ANTONIO DE DONATIS

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ABOUT THE AUTHOR

Antonio De Donatis, who graduated in Computer Science from Pisa University, has been designing and implementing object-oriented software since 1989, seems like a lifetime, when the first OOP developing tools appeared on the market. So far Antonio has managed, designed, and in several cases single-handedly implemented numerous projects for a variety of industries, ranging from media/communications to pharmaceuticals.

Antonio has worked for both large corporations and leading new media agencies, and currently trades under the name of Managed Source Limited, based in Surrey, England, where he has lived since 1998 after moving from Italy, his native country.

His commercial experience with Flash goes back to the fourth version of the software, released in 1999. In recent years, the object-oriented evolution of ActionScript has allowed him to reuse knowledge and techniques that he mastered when utilizing older programming languages such as C++ and Java.

Antonio is a specialist in the design of component-based architectures for the implementation of knowledge and content management systems and is now working on several projects, including the open source XML layout engine for Flash mentioned in this book, the latest version of which can be downloaded from `www.xleff.org`.

Antonio considers programming a form of art and also enjoys chess, painting, and photography.

ABOUT THE TECHNICAL REVIEWERS

Sas Jacobs is a web developer who loves working with Flash. She set up her business, Anything Is Possible, in 1994, working in the areas of web development, IT training, and technical writing. The business works with large and small clients building web applications with ASP.NET, Flash, XML, and databases. Sas has spoken at such conferences as Flash Forward, MXDU, and FlashKit on topics relating to XML and dynamic content in Flash. She is the author of the book *Foundation XML for Flash* (friends of ED, 2005) and contributed two chapters to *Object-Oriented ActionScript for Flash 8* (friends of ED, 2006).

After studying architecture for seven years, **Paul Barnes-Hoggett** changed his mind and decided to spend his time designing the "intergoogle." He spent time as a lead developer at boxnewmedia, where he built award-winning sites for clients such as Select Model Management. (In his own words, he admits, "It's a tough job looking at pictures of beautiful people all day, but someone has to do it.") He set up Eyefodder in 2003, which specializes in building rich Internet applications for the media industry, and has built solutions for clients including FHM, Adidas, Air Miles, and ITV. When not pushing pixels, Paul likes to eat, drink, and be merry. To get in contact with him, visit `www.eyefodder.com`.

ABOUT THE COVER IMAGE DESIGNER

Bruce Tang is a freelance web designer, visual programmer, and author from Hong Kong. His main creative interest is generating stunning visual effects using Flash or Processing.

Bruce has been an avid Flash user since Flash 4, when he began using Flash to create games, websites, and other multimedia content. After several years of ActionScripting, he found himself increasingly drawn toward visual programming and computational art. He likes to integrate math and physics into his work, simulating 3D and other real-life experiences onscreen. His first Flash book was published in October 2005. Bruce's folio, featuring Flash and Processing pieces, can be found at `www.betaruce.com`, and his blog at `www.betaruce.com/blog`.

The cover image uses a high-resolution Henon phase diagram generated by Bruce with Processing, which he feels is an ideal tool for such experiments. Henon is a strange attractor created by iterating through some equations to calculate the coordinates of millions of points. The points are then plotted with an assigned color.

$x_{n+1} = x_n \cos(a) - (y_n - x_n^p) \sin(a)$

$y_{n+1} = x_n \sin(a) + (y_n - x_n^p) \cos(a)$