Boomcore is a cross platform toolkit for the creation of animated and interactive content for digital publication.

How does it work?

Boomcore utilises Abode Flash, a complete animation package which allows for quick and easy layout of graphics, animation and sound. It takes the content created in Adobe Flash and runs it across many different platforms including iOS, Android, OSX, Linux and Windows. This means you only have to create your content once and it will run on any device.

Technically speaking...

Boomcore loads Flash content and renders it using OpenGL allowing for hardware-accelerated rendering of 2D and 3D graphics. Using OpenGL also means it is cross-platform and will render the flash content across different devices from iOS to Android.

Boomcore integrates directly into your app. This means you can merge your Flash content with native code and then control it using device features such as accelerometer, gyro, gestures, or even face tracking.

Boomcore is built using openFrameworks, a powerful open source C++ toolkit for creative coding. It stands at the middle ground of openFrameworks and Adobe Flash and benefits from the development and success of both these great technologies.

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How did it get started?

Boomcore is the brainchild of Stu Campbell (illustrator and animator) and Lukasz Karluk (interactive developer). Stu has been creating interactive comics using Flash since 2007 and in recent years has been porting his creations onto the iPhone and iPad. The need to seamlessly integrated into an iOS app spurred the creation of Boomcore. Lukasz Karluk is the programmer behind the framework with early roots in Abode Flash websites and application development. The long history of experience using Adobe Flash has made Boomcore an intuitive tool to pick up by anyone that has worked with Flash in the past.

What have we been doing with it?

**NAWLZ** is a Webby Award winning, 14 episode cyberpunk comic book series. It combines illustration, text, animation, interactivity and atmospheric sound design to create an immersive cyberpunk adventure. Nawlz has been recognised by the European Academy of Arts as a pioneer in the field of Motion Comics.

**NEOMAD** is a FWA Winner and Kirkus Reviews Book of the Year. NEOMAD mixes live action film with animated interactive comics in a 3 part Space Opera set in the Australian Outback. Users can tap the speech bubbles to hear live dialogue and swipe the page to trigger animations, and sound effects. European Academy of Arts as a pioneer in the field of Motion Comics.

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BOOMCORE AR
Flash content can now be integrated into Augmented Reality apps. Animations created in Flash can be perfectly mapped to AR markers. We’ve already made some Augmented Reality t-shirts and currently working on Modern Polaxis, an AR graphic novel.

NGURRARA is a JMAF award winning interactive storybook. It features interactive audio narration to allow readers to toggle between English and the Ngarluma Aboriginal language.

WARLU SONG is an interactive story book inspired by an ancient Australian Aboriginal song. The app features an interactive song mode to learn the song and toggle between English and the Yinjibarndi language. It also features a short documentary film about the making of the app.

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