



3D Game Creation with CDROM (Cyberrookies)

By Luke Ahearn

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For every computer/video game on the market, there are an equal number of new ones brewing, including those you wish you could create. Well now you can turn your game ideas into reality using state-of-the art game creation tools that don't require any programming skills. Whether you want to create a shoot'em up game, a strategy game or another one of the various genres, this text teaches everything about conceptualizing and building a game including how to create and manipulate images, animations, and sound. This is a way for beginners to learn the techniques of game development and gain an in-depth understanding of how the process works. The text features: detailed tutorials walk through the creation of three complete games; an explanation of the basics of 2D and 3D game creation and the types of hardware and software needed to get started; two ready-to-use game engines (The Games Factory and the PIE 3D GCS) that make game creation easy and affordable; information on how to create, capture, and manipulate images and animations to use in your games; information on all the major game genres from maze, card, and quiz games, to shoot 'em up, Sims, fighting and many more. The CD includes the free, unregistered version of TGF to create GAM files that can be played with other TGF users, sample games to play and explore, the PIE 3D GCS, sound utilities, and other valuable tools and assets for a complete game creation package. The games created with this version of TGF can only be saved as .gam files to be played on machines with TGF.

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Editorial Review

About the Author

Luke Ahearn (Monterey, CA) is the Art Director/Development Consultant on The Army Game Project and a professor of computer science at the Naval Postgraduate School. He also designed and developed several award-winning game titles, and is the author of *Awesome Game Creation: No Programming Required* and *Designing 3D Games That Sell!*.

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