



Advanced 3D Game Programming All in One

By Kenneth C Finney

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Unlike other books on the market, "Advanced 3D Game Programming All in One" takes a comprehensive approach, covering 3D game programming, art and design in one book. Written for intermediate to advanced level game programmers who want to take their skills to the next level, the book uses the Torque Game Engine to show readers how they can quickly create their own high quality games. The book focuses on how to use a game engine to maximum effect, revealing and explaining the inner workings of the Torque Game Engine. Advanced 3D game programming topics such as the applications of artificial intelligence, terrain techniques, inclusion simulations and control concepts, and scripting tutorials are all covered. "Advanced 3D Game Programming All in One" is written in friendly, conversational tone and includes hands-on programming practice and figures and tables for support, with all of the necessary tools and resources supplied on the accompanying CD.

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Editorial Review

Review

PART I - Advanced Script Programming 1. A Target-Rich Environment 2. Working with Torque Script 3. Vectors and Matrices 4. 3D Using Torque Scripts PART II - Artificial Intelligence 5. Easing into Artificial Intelligence 6. Using AI in Games 7. Artificial Enemies 8. Interactive AI 9. Group Behaviors PART III - Enhanced Game Programming 10. Damage Control 11. Making it Real 12. Spicing it Up 13. Online Game Services Using PHP PART IV - Enhanced Game Modeling 14. Structure Modeling 15. Shape Modeling 16. Variable Skins Appendix A - The Torque Reference Appendix B - Additional Resources

About the Author

Kenneth C. Finney teaches in the Game Development and Entrepreneurship program at the University of Ontario Institute of Technology, in Oshawa, Ontario, Canada, where he runs the Game Development Workshop. Ken has taught game design, level and GUI design, game development, programming, and prototyping at the Art Institute of Toronto where he was lead faculty member in the Game Art & Design program for five years. Ken is the creator of the popular TubettiWorld "Online Campaign" Mod and the "QuicknDirty" game management tools for NovaLogic's Delta Force 2 game series. In addition to being an associate developer of the Torque Game Engine at GarageGames, Ken is the author of several books about game programming including 3D Game Programming All In One, 1st & 2nd Editions and Advanced 3D Game Programming All In One. Ken is 50% owner of TubettiWorld Games, Inc. (TWG), an Ontario-based company that is creating a new and unique Action/Adventure game based on the original TubettiWorld design, using Torque Game Engine Advanced. The team that Finney has assembled at TWG was responsible for delivering a 3D action racing game for a major U.S. toy manufacturer in 2008.

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