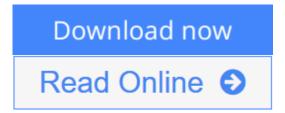


Advanced 3D Game Programming All in One

By Kenneth C Finney



Advanced 3D Game Programming All in One By Kenneth C Finney

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.



Read Online Advanced 3D Game Programming All in One ...pdf

Advanced 3D Game Programming All in One

By Kenneth C Finney

Advanced 3D Game Programming All in One By Kenneth C Finney

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.

Advanced 3D Game Programming All in One By Kenneth C Finney Bibliography

• Sales Rank: #3079712 in Books

• Brand: Brand: Cengage Learning PTR

Published on: 2005-08-24Original language: English

• Number of items: 1

• Dimensions: 1.58" h x 7.38" w x 9.16" l, 2.77 pounds

• Binding: Paperback

• 624 pages



Read Online Advanced 3D Game Programming All in One ...pdf

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.

Users Review

From reader reviews:

Arlene Oliver:

Typically the book Advanced 3D Game Programming All in One will bring you to the new experience of reading a new book. The author style to explain the idea is very unique. Should you try to find new book to learn, this book very appropriate to you. The book Advanced 3D Game Programming All in One is much recommended to you to learn. You can also get the e-book from official web site, so you can quickly to read the book.

Brian Andres:

Do you have something that you prefer such as book? The guide lovers usually prefer to opt for book like comic, small story and the biggest an example may be novel. Now, why not striving Advanced 3D Game Programming All in One that give your pleasure preference will be satisfied by reading this book. Reading habit all over the world can be said as the way for people to know world much better then how they react to the world. It can't be claimed constantly that reading routine only for the geeky particular person but for all of you who wants to always be success person. So, for all of you who want to start studying as your good habit, you may pick Advanced 3D Game Programming All in One become your own personal starter.

Jacob Gray:

Beside this Advanced 3D Game Programming All in One in your phone, it could possibly give you a way to get closer to the new knowledge or details. The information and the knowledge you will got here is fresh through the oven so don't always be worry if you feel like an older people live in narrow community. It is good thing to have Advanced 3D Game Programming All in One because this book offers to you readable information. Do you occasionally have book but you seldom get what it's exactly about. Oh come on, that won't happen if you have this in your hand. The Enjoyable set up here cannot be questionable, such as treasuring beautiful island. Use you still want to miss the idea? Find this book in addition to read it from right now!

Marilynn Johnson:

Don't be worry if you are afraid that this book will filled the space in your house, you could have it in e-book way, more simple and reachable. This Advanced 3D Game Programming All in One can give you a lot of friends because by you investigating this one book you have matter that they don't and make an individual more like an interesting person. This specific book can be one of one step for you to get success. This book offer you information that might be your friend doesn't recognize, by knowing more than various other make you to be great persons. So, why hesitate? We should have Advanced 3D Game Programming All in One.

Download and Read Online Advanced 3D Game Programming All in One By Kenneth C Finney #714N3KHBT6G

Read Advanced 3D Game Programming All in One By Kenneth C Finney for online ebook

Advanced 3D Game Programming All in One By Kenneth C Finney Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Advanced 3D Game Programming All in One By Kenneth C Finney books to read online.

Online Advanced 3D Game Programming All in One By Kenneth C Finney ebook PDF download

Advanced 3D Game Programming All in One By Kenneth C Finney Doc

Advanced 3D Game Programming All in One By Kenneth C Finney Mobipocket

Advanced 3D Game Programming All in One By Kenneth C Finney EPub

714N3KHBT6G: Advanced 3D Game Programming All in One By Kenneth C Finney