

Advanced 3D Game Programming All in One

By Kenneth C Finney

Download now

Read Online

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.

Download Advanced 3D Game Programming All in One ...pdf

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: 2005-08-24
- Original 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

Download Advanced 3D Game Programming All in One ...pdf

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

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

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:

Bobby Griffin:

The book Advanced 3D Game Programming All in One make one feel enjoy for your spare time. You can utilize to make your capable a lot more increase. Book can to get your best friend when you getting stress or having big problem together with your subject. If you can make examining a book Advanced 3D Game Programming All in One to become your habit, you can get a lot more advantages, like add your own capable, increase your knowledge about several or all subjects. You are able to know everything if you like start and read a reserve Advanced 3D Game Programming All in One. Kinds of book are a lot of. It means that, science publication or encyclopedia or some others. So , how do you think about this reserve?

Lorri Nicholson:

In this 21st century, people become competitive in each and every way. By being competitive at this point, people have do something to make them survives, being in the middle of the crowded place and notice by surrounding. One thing that sometimes many people have underestimated this for a while is reading. That's why, by reading a publication your ability to survive enhance then having chance to stand up than other is high. For yourself who want to start reading a book, we give you this specific Advanced 3D Game Programming All in One book as basic and daily reading guide. Why, because this book is usually more than

just a book.

Lavada Rowlett:

Here thing why this particular Advanced 3D Game Programming All in One are different and dependable to be yours. First of all looking at a book is good however it depends in the content of computer which is the content is as delightful as food or not. Advanced 3D Game Programming All in One giving you information deeper including different ways, you can find any e-book out there but there is no guide that similar with Advanced 3D Game Programming All in One. It gives you thrill reading journey, its open up your own personal eyes about the thing which happened in the world which is might be can be happened around you. It is possible to bring everywhere like in area, café, or even in your method home by train. In case you are having difficulties in bringing the paper book maybe the form of Advanced 3D Game Programming All in One in e-book can be your alternate.

Sheila Searcy:

The knowledge that you get from Advanced 3D Game Programming All in One is a more deep you looking the information that hide in the words the more you get serious about reading it. It does not mean that this book is hard to know but Advanced 3D Game Programming All in One giving you thrill feeling of reading. The copy writer conveys their point in particular way that can be understood by simply anyone who read the item because the author of this guide is well-known enough. This particular book also makes your vocabulary increase well. Making it easy to understand then can go to you, both in printed or e-book style are available. We recommend you for having this specific Advanced 3D Game Programming All in One instantly.

Download and Read Online Advanced 3D Game Programming All in One By Kenneth C Finney #45HBMUXE0KT

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