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Autore	Roosendaal Ton
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Descrizione fisica	1 online resource (344 p.)
Altri autori (Persone)	WartmannCarsten
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Soggetti	Blender (Computer file) Computer animation Computer graphics Electronic books. -- local Three-dimensional display systems Electronic books.
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Note generali	Description based upon print version of record.
Nota di contenuto	""BRIEF CONTENTS""; ""CONTENTS IN DETAIL""; ""QUICK START""; ""1 QUICK START""; ""PART ONE INTRODUCTION""; ""2 WHAT IS THIS BOOK ABOUT?""; ""3 INTRODUCTION TO 3-D AND THE GAME ENGINE""; ""4 BLENDER BASICS""; ""PART TWO PLAYING WITH 3- D GAME TECHNOLOGY""; ""5 MODELING AN ENVIRONMENT""; ""6 APPENDING AN OBJECT FROM ANOTHER SCENE""; ""7 START YOUR (GAME) ENGINES""; ""8 INTERACTIVITY""; ""9 CAMERA CONTROL""; ""10 REAL- TIME LIGHT""; ""11 OBJECT ANIMATION""; ""12 REFINING THE SCENE""; ""16 LOW POLY MODELING""; ""13 ADDING SOUND TO OUR SCENE""; ""14 LAST WORDS""; ""PART THREE BEGINNER TUTORIALS"" ""15 TUBE CLEANER: A SIMPLE SHOOTING GAME""""PART FOUR INTERMEDIATE TUTORIALS""; ""17 SUPER- G""; ""18 POWER BOATS""; ""19 BALLER COASTER""; ""20 SQUISH THE BUNNY CREATING WEAPON EFFECTS FOR A FIRST- PERSON SHOOTER""; ""PART FIVE ADVANCED TUTORIALS""; ""21 FLYING BUDDHA MEMORY GAME""; ""22 GAME CHARACTER ANIMATION USING ARMATURES""; ""23 BLENDER BALL""; ""PART SIX REFERENCE""; ""24 BLENDER WINDOWS AND BUTTONS""; ""25 REAL- TIME MATERIALS""; ""26 BLENDER'S GAME ENGINE""; ""27 GAME

LOGIC BRICKS"; ""28 PYTHON"; ""29 INSTALLATION AND SUPPORT";  
""GLOSSARY""

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