

1. Record Nr.	UNINA9910462120103321
Autore	Doran John P
Titolo	UDK iOS game development beginner's guide [[electronic resource] /] / John P. Doran, Christos Gatzidis
Pubbl/distr/stampa	Birmingham, : Packt Publishing, 2012
ISBN	1-283-59403-X 9786613906489 1-84969-191-6
Descrizione fisica	1 online resource (281 p.)
Altri autori (Persone)	GatzidisChristos
Disciplina	794.8 794.81526
Soggetti	Computer games - Programming iPhone (Smartphone) - Programming iPad (Computer) - Programming Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Authors; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started on UDK with iOS; Defining UDK; Don't expect to make Gears of War; Downloading and installing UDK; Time for action - installing UDK on your PC; UDK directory overview; Binaries; Development; Engine; UDKGame; Setting up for iOS development with UDK; Walkthrough of Unreal Remote; Time for action - downloading and installing UDK Remote; Time for action - matching the Mobile Previewer settings with your iOS device Describing the concept of Urban Warrior, a third-person shooter titleSummary; Chapter 2: Beginning Urban Warrior, a Third-person Shooter; Starting out; Brief walkthrough of the UDK interface; Toolbox sidebar; Modes; Brushes; Volumes and Select; Go to and Builder Brush; Viewport toolbar; The toolbar; Exploring the main menu bar; File; Edit; View; Brush; Build; Play; Tools; Preferences; Help; The console bar; Keyboard shortcuts; Creating environments and the basics of level design; CSG brushes; Static meshes; The differences between CSG

brushes and static meshes; Moving around viewports  
Adding world geometry and texturing to the game  
Time for action - creating a basic room; Time for action - texturing the level; Creating lighting for the game; Time for action - lighting the level; Creating actors and static meshes for the game; Time for action - adding static mesh detail; Progress in Urban Warrior so far; Summary; Chapter 3: Taking It To The Next Level: Enriching With Content; The outside world; Time for action - creating an exterior; Previewing the mobile editor; Particles make everything better; Time for action - adding a particle system; Foggy weather  
Time for action - adding fog  
Summary; Chapter 4: Using Kismet and Matinee; Defining Kismet; Creating your first Kismet sequence; Time for action - changing the level to a third person perspective; Kismet primer; Parts of a sequence object; Benefits and drawbacks of using Kismet; Benefits of using Kismet; Drawbacks; Defining Matinee; Creating your first Matinee movie; Time for action - opening cutscene; With our powers combined...; Time for action - creating an automatic door; Kismet for mobile devices; Mobile Kismet - actions; Add Input Zone; Clear Input Zones; Remove Input Zone  
Save/Load Values  
Mobile Kismet - events; Analog Input; Mobile Button Access; Mobile Input Access; Mobile Look; Mobile Object Picker; Mobile Simple Swipes; Touch Input; Draw Image; Draw Text; Give some input to the situation; Time for action - adding input; Summary; Chapter 5: Action Sequences for Urban Warrior; Sequences and you; Life, or something like it; Time for action - spawning an AI into our level; It lives! but...; Time for action - base enemy AI; Improvements to be made; Time for action - base enemy AI; Exporting subsequences; Time for action - creating a second enemy; Remote events  
When we can use it

---

## Sommario/riassunto

Create your own third-person shooter game using the Unreal Development Kit to create your own game on Apple's iOS devices, such as the iPhone, iPad, and iPod Touch

---