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Titolo	Microsoft XNA 4.0 game development cookbook [[electronic resource] ] : over 35 intermediate-advanced recipes for taking your XNA development arsenal further // Luke Drumm
Pubbl/distr/stampa	Birmingham, : Packt Pub., 2012
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Descrizione fisica	1 online resource (357 p.)
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Soggetti	Computer games - Programming Video games Electronic books.
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	"Quick answers to common problems." Includes index.
Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Applying Special Effects; Introduction; Creating shadows within the Reach profile; Creating shadows within the HiDef profile; Implementing lens flare within the Reach profile; Implementing lens flare within the HiDef profile; Implementing smoke within the Reach profile; Creating explosions within the Reach profile; Creating explosions within the HiDef profile; Chapter 2: Building 2D and 3D Terrain; Introduction; Displaying hexagonal maps; Displaying 2D isometric maps Importing and displaying 3D isometric maps Generating 3D height maps; Creating block worlds within the Reach profile; Creating block worlds within the HiDef profile; Chapter 3: Procedural Modeling; Introduction; Modeling triangles; Modeling discs; Modeling spheres; Modeling tori; Modeling trees; Chapter 4: Creating Water and Sky; Introduction; Creating water within the HiDef profile; Building skyboxes within the Reach profile; Building skyboxes within the HiDef profile; Cloud generation within the Reach profile; Chapter 5: Non-Player

Characters; Introduction; A\* pathfinding  
Character state machines  
Constructing dialogue; Decentralizing  
behavior; Chapter 6: Playing with Animation; Introduction; Applying  
animation with SkinnedEffect; Motion capture with Kinect; Integrating  
rag doll physics; Rendering crowds; Chapter 7: Creating Vehicles;  
Introduction; Applying simple car physics; Implementing simple plane  
controls; Rendering reflective materials within the Reach profile;  
Chapter 8: Receiving Player Input; Introduction; Adding text fields;  
Creating dialog wheels; Dragging, dropping, and sliding; Chapter 9:  
Networking; Introduction; Connecting across a LAN  
Connecting across the web  
Synchronizing client states; Index

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Sommario/riassunto

Over 40 intermediate to advanced recipes for taking your XNA  
development arsenal further in this book and e-book

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