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Collana	Community experience distilled
Altri autori (Persone)	MogreSuresh
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Soggetti	Computer animation Computer games - Design Computer graphics Electronic books.
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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Getting Started with the Source SDK; Installing Steam; Getting your tools; Instructions for installing Half-Life 2: Episode Two; The Source SDK tools overview; The Source SDK; Installing the Source SDK; The Source SDK overview; Applications; Documentation; Utilities; Links; Creating your own modification (mod); Summary; Chapter 2: Grasping Hammer; Terminology; Brush; Entity; World; Void; Settings; Loading Hammer for the first time; The Hammer overview; Viewports The Map toolbar The Selection Tool; The Magnify Tool; The Camera Tool; The Entity Tool; The Block Tool; The Texture Tool; The Apply Current Texture Tool; The Decal Tool; The Overlay Tool; The Clipping Tool; The Vertex manipulation Tool; The selection mode bar; The texture bar; The filter control bar; The object bar; Navigating in 3D; Looking around; Multiple cameras; Selecting objects in the 3D viewport; Navigating in 2D; Moving around; Selecting objects in 2D; The grid; VisGroups; Summary; Chapter 3: Shaping Your World; Creating your first room; A crash course on compiling

Basic brushwork techniques  
Cloning brushes; Scaling brushes and objects; Rotating brushes and objects; Skewing brushes and objects; Flipping objects; The Vertex Tool; Splitting faces; The Clipping Tool; The Carve function; Another window method; The Object Toolbar; Creating cylinders; Creating spikes; Truncated cones; Creating a sphere; Creating arches; Standard arch; Hollow cylinders; Spiral staircase; Creating a torus; Cross Section Preview; Top View Preview; Springs; Creating SkyBoxes; 2D SkyBox; Adding light\_environment; Changing the SkyBox texture; 3D Skybox; Summary  
Chapter 4: Textures, Terrain, and Props  
Using the Texture Application Tool; Applying textures; Aligning textures; Shifting and rotating textures; Saving time while aligning textures; Using different selection modes; Shifting textures; Locking textures; Locking the texture scale; Applying decals; Applying overlays; Creating terrain with displacements; Creating a displacement; Using the Paint Geometry tool; Using the Smooth tool; Modifying the displacement options; Using the Raise To option; Using the Paint Alpha tool; Sewing; Subdividing; Creating caves quickly; Sculpting; Carving  
Creating props  
Creating static props; Creating physics props; Creating dynamic props; Summary; Chapter 5: Importing Custom Content; Creating materials; Setup; Creating a VTF file; Creating a VMT file; Using VTFedit; Importing other materials; Importing models; Importing sounds; Summary; Chapter 6: Lighting and Compiling; Using lights; Using point lights; Using spot lights; Using light environments; Using dynamic lights; Using texture lights; Using projected textures; Emphasizing lights; Placing point light sources; Placing spot light sources; Modifying Lightmap Grid; Assigning Smoothing groups  
Compiling concepts

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## Sommario/riassunto

The Source Authoring Tools are the pieces of software used to create custom content for games made with Valve's Source engine. Creating mods and maps for your games without any programming knowledge can be time consuming. These tools allow you to create your own maps and levels without the need for any coding knowledge. All the tools that you need to start creating your own levels are built-in and ready to go! This book will teach you how to use the Authoring Tools provided with Source games and will guide you in creating your first maps and mods (modifications) using Source. You will learn ho

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