| | | |
|---|---|---|
| 1. | Record Nr. | UNINA9910781789503321 |
| | Autore | Moore Richard J |
| | Titolo | Unreal development kit 3 [[electronic resource] ] : beginner's guide : a fun, quick, step-by-step buide to level design and creating your own game world / / Richard Moore |
| | Pubbl/distr/stampa | Birmingham, U.K., : Packt Pub., 2011 |
| | ISBN | 1-283-30845-2<br>9786613308450<br>1-84969-053-7 |
| | Edizione | [1st edition] |
| | Descrizione fisica | 1 online resource (244 p.) |
| | Collana | Learn by doing: less theory, more results |
| | Disciplina | 006.37<br>794.81526 |
| | Soggetti | Video games - Programming<br>UnrealScript (Computer program language) |
| | Lingua di pubblicazione | Inglese |
| | Formato | Materiale a stampa |
| | Livello bibliografico | Monografia |
| | Note generali | "Learn by doing : less theory, more results"--Cover.<br>Includes index. |
| | Nota di bibliografia | Includes index. |
| | Nota di contenuto | Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Level Design HQ; Time for action - UDK download and installation; UDK folder structure; Time for action - launching the editor; Autosave; Content browser; Time for action - movement and rotation; Navigation; UDK; WASD key navigation; MAYA users; BSP; Why use BSP?; Can I use static meshes to create my map without using BSP?; Dominance of static meshes; Brushes only, no static meshes; Brushes and static meshes; Time for action - using BSP brushes and static meshes<br>Additive and subtractiveAdditive; Subtractive; Unreal scale and proportions; Grid snapping; Viewport options; Summary; Chapter 2: Hello UDK; Your first map; Time for action - setup, where to save the file, what to name it; Why CSG?; Time for action - the builder brush and our first cube; Subtractive; Brush Order; Time for action - geometry editing tool; Time for action - building our first room; Time for action - placing lights and a player start; Time for action - creating a hallway and a second room; Time for action - applying materials to CSG |

| Sommario/riassunto | A fun, quick, step by step guide to level design and creating your own game world. |