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| 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 |

surfaces; Surface Properties

Time for action - test map and add bots  
Summary; Chapter 3: Applying Lighting Effects; Directional lights; Point lights; Spotlights; Skylights; Time for action - different types of light; Point lights; Spotlights; Directional lights; Skylights; Time for action - lightmaps; Time for action - adjusting lightmaps on CSG surfaces; Time for action - lightmaps on static meshes; Summary; Chapter 4: Battling the Elements; Time for action - the basics; Time for action - add a new particle emitter; Time for action - the smoke example; Time for action - adding height fog; Setting parameters; Uses  
Atmospheric haze  
Localized fog; Dense haze; Time for action - creating the surface; Time for action - water volumes; Time for action - underwater; Summary; Chapter 5: Movement with Movers; Time for action - a basic elevator/door; Time for action - elevators UT style; Time for action - a continuously looping animation; Time for action - a continuously rotating animation; Time for action - attaching something; Summary; Chapter 6: Terrain; Time for action - your first terrain; Time for action - applying materials; Time for action - light mapping; Summary  
Chapter 7: Adding Gameplay Elements into your Map  
Adding gameplay elements; Time for action - naming your map; Time for action - adding a player start; Time for action - play in editor; Time for action - placing pickups; Time for action - placing weapons; Time for action - placing jump pads; Time for action - adding other game object types; Bot pathing; Time for action - adding path nodes; Summary; Chapter 8: Complex Event Sequences; Time for action - a simple sequence; Time for action - basic UI Scene; Time for action - basic cut scene; Summary; Chapter 9: Materials; What is a material? Time for action - creating a new material

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## Sommario/riassunto

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

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