

1. Record Nr.	UNINA9910785740903321
Autore	Bacone Victor Kuller
Titolo	Blender Game Engine [[electronic resource]] : beginner's guide // Victor Kuller Bacone
Pubbl/distr/stampa	Birmingham, : Packt Publishing, 2012
ISBN	1-283-63733-2 1-84951-703-7
Descrizione fisica	1 online resource (207 p.)
Disciplina	006.693
Soggetti	Computer animation
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	<p>Cover; Copyright; Credits; About the Author; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Things You Need to Know; Things you need, and things you don't; Time for action - start using the BGE; Exploring the interface of the Logic Editor's; Time for action - exploring the logic bricks world; Time for action - moving the cube; Summary; Chapter 2: Your Characters; An example - save the whale!; How to create a library; Time for action - downloading models from the Internet; Importing other files into Blender; Time for action - cleaning up the model in Blender</p> <p>Involving enemies in the gameTime for action - appending the enemy; Creating a meeting point; Time for action - making the enemy follow a path; Summary; Chapter 3: The First Level; Block out a level environment; Time for action - creating the scene; Creating a player view; Time for action - renaming the scene; Defining the boundaries; Time for action - closing the entry point; Marking the end of level; Time for action - opening the end point; Summary; Chapter 4: Collisions; Respawning the character; Time for action - returning to the original position; Creating trap doors</p> <p>Time for action - moving the blocks of iceReal-time motion; Time for action - rolling objects; Creating looped actions; Time for action - making waves; Summary; Chapter 5: Gameplay; Growing the character; Time for action - counting; Creating a life indicator bar; Time for action - decreasing life; Creating a counter of items collected; Time for action</p>

- collecting; Creating a map of the level we play; Time for action - overlaying something like a map; Changing the camera view; Time for action - view 1, 2, 3; Moving to another layer; Time for action - throwing things; Summary

Chapter 6: Liven up Your World!Animate the character; Time for action - moving the whale's tail; Making the environment come alive; Time for action - creating sounds and music; Animate your enemies; Time for action - animating the hunter; Make your own game; Time for action - making the hunter shoot; Summary; Chapter 7: Game Menu Screens; Making titles; Time for action - creating your first game title; Creating simple buttons; Time for action - using the up or down options; Making an externally executable game; Time for action - exporting your game; Summary; Chapter 8: Publishing Your Game

Playing your game on the WebTime for action - using the Burster plug-in; Making some trailers; Time for action - recording it; Creating something more; Time for action - updating your game; Summary; Appendix: Pop Quiz Answers; Index

---

**Sommario/riassunto**

The non-programmer's guide to creating 3D video games

---