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   Descrizione fisica   1 online resource (244 p.)

   Collana   Learn by doing: less theory, more results

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   Soggetti   Video games - Programming
                          UnrealScript (Computer program language)

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   Note generali   "Learn by doing : less theory, more results"--Cover.
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   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
                          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

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Time for action - creating a new material

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