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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:Installing Panda3D and Preparing a Workspace; Getting started with Panda3D installation packages; Time for action - downloading and installing Panda3D; Switching to an advanced text editor; Time for action - downloading and installing Notepad++; Installing the game content; Time for action - demoing Suicide Jockeys; Installing optional tools; Blender and Chicken; Spacescape; Explosion Texture Generator; Summary; Chapter 2:Creating the Universe: Loading Terrain; Notepad++
		Setting up a new file in Notepad++Time for action - setting up a new file in Notepad++; Importing Panda3D components; Time for action - importing DirectStart; Creating a World Object; Time for action - creating a World Object; Loading the terrain; Time for action - loading the terrain; Loading files into Panda3D; The model path; Eggs; Bams; NodePaths and nodes; Time for action - introducing NodePaths and nodes; Manipulating NodePaths; Time for action - manipulating NodePaths; The Scene Graph; Time for action - understanding parent child inheritance
		Time for action - explaining relative coordinate systemsLoading a file multiple times; Render attributes; Time for action - demonstrating

Sommario/riassunto	Create your own computer game with this 3D rendering and game development framework