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Autore	Moore Richard J
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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: 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 subtractive Additive; 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 -

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Time for action - test map and add botsSummary; 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

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- adding height fog; Setting parameters; Uses

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Time for action - a continuously looping animation; Time for action - a continuously rotating animation; Time for action - attaching

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Chapter 7: Adding Gameplay Elements into your MapAdding 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

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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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