

1. Record Nr.	UNINA9911088197603321
Autore	Moore Richard J
Titolo	Unreal development kit 3 : beginner's guide : a fun, quick, step-by-step guide to level design and creating your own game world / / Richard Moore
Pubbl/distr/stampa	Birmingham, U.K., : Packt Pub., 2011
ISBN	9786613308450 9781283308458 1283308452 9781849690539 1849690537
Edizione	[1st edition]
Descrizione fisica	1 online resource (244 p.)
Collana	Learn by doing: less theory, more results
Disciplina	006.37 794.81526
Soggetti	Video games - Programming 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. 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 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

Sommario/riassunto

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