[PDF] 3D Game Programming All In One (Course Technology PTR Game Development Series)

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Description:

From the Publisher This book and the companion CD contain all of the tools and information necessary to create a complete ready-to-play first person shooter game. Functions as a stand-alone book or 'the next step' for readers of Game Programming All in One (1931841233), which takes the reader through each step of the creation of a full 2D game. Provides thorough explanation of 3D game programming, an emerging market within gaming. The CD is a treasure chest of tools and

resources for independent game developers, including a fully featured game engine; tools for modeling, sound and text editing, and image manipulation; sound, image, and music libraries.

About the Author Kenneth Finney is the Principal Software Engineer at Wilkes Associates, Inc. in the Greater Toronto Area. He began programming in 1974 and remembers that old HP-1000 with its paper tape and punch cards with a perverse fondness. Finney was a recipient of the prestigious Conference Board of Canada ITX (Innovation in Technology Excellence) Award in 1997 for his work on InScan a high-speed document scanning system. He also is an Associate Professor at Seneca College at York University in Toronto, helping technical writers learn how to survive in a software development environment. Finney is the creator of the popular Tubettiland 'Online Campaign' Mod and the 'QuicknDirty' game management tools for Novalogic's Delta Force 2 game series. He is currently working on the new and unique TubettiWorld Action/Adventure game using the Torque Game Engine.