3D Game Programming All in One (Course Technology PTR Game Development Series)

Kenneth C Finney

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An ever-growing number of gamers want to make the leap from merely playing games to actually creating their own games. This book takes them through the process step-by-step. It provides the instruction, examples, development principles, and, perhaps most importantly, the actual tools needed to create their own 3D game. By experiencing first-hand every aspect of game development, readers will discover which aspect of the game industry is their true passion (for example, music, artistic design, storyboarding, coding, testing, etc.). This is the only book that walks the reader from A to Z covering each aspect of developing a 3D game in a hands-on tutorial style.

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