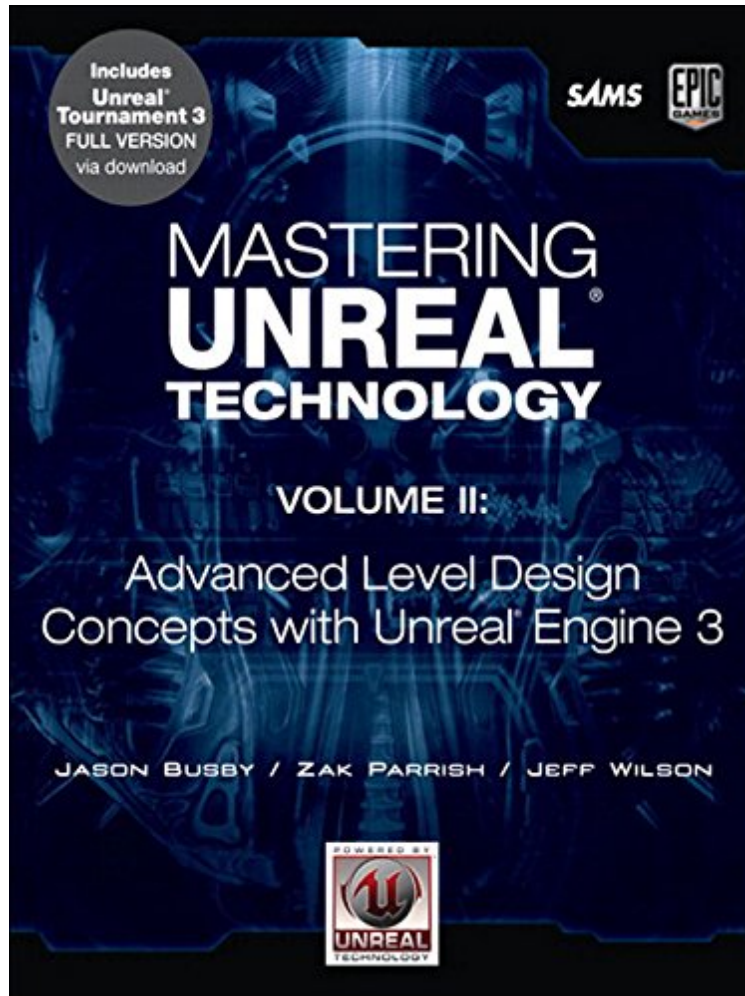


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Mastering Unreal Technology, Volume II: Advanced Level Design Concepts with Unreal Engine 3: 2

Von Jason Busby, Zak Parrish, Jeff Wilson
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KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Weiterfhrende Infos, um die Engine noch besser zu nutzenVon GreycfangVolume 2 dieser Reihe gibt dem Leser / Nutzer weiterfhrende Informationen bzgl. UDK mit auf den Weg. Hierbei werden hauptschlich "hands-on" Beispiele genutzt, um die Konzepte / Komponenten zu erlutern.Auch als Referenzwerk ist es brauchbar.Man sollte sich nicht von der Dicke abschrecken lassen ... ist alles in kleine, gut verdaubare Happen aufgeteilt.Jetzt fehlt nur noch Volumen

Kurzbeschreibung Mastering Unreal Technology, Volume II: Advanced Level Design Concepts with Unreal Engine 3 is your start-to-finish guide to state-of-the-art Unreal Tournament 3 modding and level design. Heres everything you need to know to take your game design skills to the next level, creating content with breakthrough depth and interactivity!Your authors arent just the worlds #1 Unreal game development trainers: Theyve built the training mods that shipped with Unreal Tournament. Now, working with the full cooperation of Unreal Engine 3s creators, Epic Games, they introduce innovative, pro-quality techniques youll find nowhere else: outstanding solutions for everything from particle effects to physics, materials to cinematics.Packed with tips, hands-on tutorials, and expert insight, Mastering Unreal Technology, Volume II will help you take Unreal Tournament 3 and Unreal Engine 3 to the limit...and then blow right by it! Youll find expert tips on Creating advanced materials that leverage the full power of UnrealEds Material Editor Bringing levels to life with objects affected by gravity, collisions, and player influence Creating fire, smoke, sparks, and more with Unreal Engine 3s particle effects system Building custom user interfaces, including Heads-Up Displays (HUDs) that update constantly Using SoundCues to mix, modulate, crossfade, and attenuate sounds Generating real-time camera-based effects, including depth of field, motion blur, and color adjustment Using post process effects to quickly transform a scenes look and feel without changing existing materials or textures Animating characters and vehicles that move with unprecedented realism Creating in-game cinematics that develop your characters and move your story forward

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Synopsis This book will enable game developers and modders to take their abilities to the next level, showing how to create more in-depth and interactive levels. It covers the creation of advanced materials, showing the true power of UnrealEd's Material Editor, along with how to employ the use of volumes, which allow you to control and alter the physics and effects of certain areas of your level. Also discussed is the creation and use of physically interactive objects, allowing your levels to come to life with objects that are affected by gravity, collisions, and player influence, after which there is a thorough discussion of Unreal Engine 3's particle effects system, enabling you to create such effects as fire, smoke, sparks, and much more! From there this book moves into much more advanced and technical features of the engine, including the creation of your own custom user interfaces, how to work with your own sound effects, and how to produce your own post processing effects, enabling you to create a variety of real time camera based effects such as depth of field, motion blur, color adjustment, and more.This book also includes complete coverage of UnrealEd's animation system, as well as an introduction to how you can create your own in-game cinematics - also known as Machnima - allowing you to become a virtual film director!