Mastering Unreal Technology: v. 2: Advanced Level Design Concepts with Unreal Engine 3 (Mixed media product)

By Jason Busby, Zak Parrish, Jeff Wilson

Pearson Education (US), United States, 2009. Mixed media product. Book Condition: New. 231 x 188 mm. Language: English . Brand New Book. 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. Here s everything you need to know to take your game design skills to the next level, creating content with breakthrough depth and interactivity! Your authors aren t just the world s #1 Unreal game development trainers: They ve built the training mods that shipped with Unreal Tournament. Now, working with the full cooperation of Unreal Engine 3 s creators, Epic Games, they introduce innovative, pro-quality techniques you ll 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! You ll find expert tips on * Creating advanced materials that leverage the full power of UnrealEd s Material Editor * Bringing levels to life with objects affected by gravity, collisions, and player influence * Creating...

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