Mars class UDK Unreal 3 game engine

By GE YING YING GAO HUA HUANG JIAN FENG

paperback. Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment.Paperback Pages Number: 237 Language: Chinese Publisher: Posts & Telecom Press the UDK Unreal 3 game engine Mars Classroom is Mars classroom Game Design series in a detail explained UDK Unreal 3 game engine technology applications. The book is Chapter 14. Chapter 1 to explain the basics of the UDK. Chapter 2 to explain the model creation and import of chapters 3 and 4. respectively. explain the lighting and materials. Chapter 5 explain Kismet and Matinee to use Chapter 10 to explain the effects produced. Chapter 11 to explain the sound system. explain the volume and late effects in Chapter 12. Chapter 13 to explain the physical resources. explain the production of synthesis examples in Chapter 14. With the book comes with a multimedia teaching DVD. Video content. including case performance of the chapters of the book focus on the process of rejection cases of scene files and material files. UDK Unreal 3 game engine Mars Classroom not only as a reference book of the film and television production. game design. 3D animation. and other design related fields. but can...

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