



XNA 4 3D Game Development by Example: Beginners Guide

By Kurt Jaegers

Packt Publishing Limited. Paperback. Book Condition: New. Paperback. 322 pages. Dimensions: 9.2in. x 7.3in. x 0.8in. Create action-packed 3D games with the Microsoft XNA Framework Overview Learn the structure of a 3D world and how to implement a variety of 3D techniques including terrain generation and 3D model rendering. Build three different types of 3D games step-by-step, including a first-person maze game, a battlefield tank game, and a 3D sidescrolling action game on the surface of Mars. Learn to utilize High Level Shader Language (HLSL) to add lighting and multi-texturing effects to your 3D scenes. In Detail Move beyond the world of flat 2D-based game development and discover how to create your own exciting 3D games with Microsoft XNA 4.0. Create a 3D maze, fire shells at enemy tanks, and drive a rover on the surface of Mars while being attacked by alien saucers. XNA 4 3D Game Development by Example: Beginners Guide takes you step-by-step through the creation of three different 3D video games with Microsoft XNA 4.0. Learn by doing as you explore the worlds of 3D graphics and game design. This book takes a step-by-step approach to building 3D games with Microsoft XNA, describing each section...



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