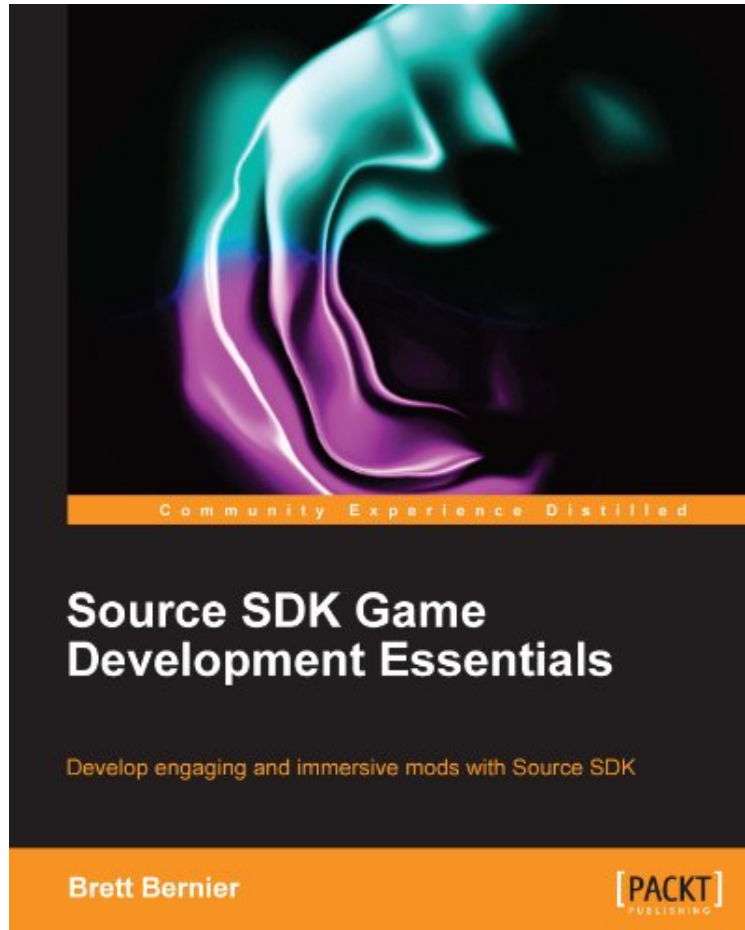


Source SDK Game Development Essentials

Von Brett Bernier

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Von Brett Bernier : Source SDK Game Development Essentials before purchasing it in order to gage whether or not it would be worth my time, and all praised Source SDK Game Development Essentials:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Source Engine SDK (Ein Buch kein Online Hilfe! Sehr wichtig!!)Von MarathonIch habe alle Rezensionen hier bewusst gelesen und zwar egal ob fast alle meinten "es geht nicht tief genug in der Materie" oder "wozu kaufen, wenn online Hilfe gibt deswegen gibt?" ich wollte es trotzdem kaufen! Warum?Weil es satt habe fr jedes Ding egal ob es um die Source SDK oder um Rendering-Tutorials fr 3dsmax mit Vray geht, online zu gehen oder PDF's zu suchen!!Ich bin ein Mensch und brauche ein Buch, was man anfassen und umblttern kann!! Kein PDF! Keine Website!

KurzbeschreibungDevelop engaging and immersive mods with Source SDKAbout This BookCreate maps and mods

using the tools provided with Source SDK Learn how to use Hammer to create your own game worlds Create goal-driven A.I. sequences and scripts Master Source SDK tools with ease with step by step tutorials Who This Book Is For If you're a keen gamer who wants a bit more out of your favorite game and wants to create your own modifications (mods) and levels with the Source engine, this book is great for you. No programming and Source SDK experience is required. What You Will Learn Sculpt the physical world with Hammer's easy-to-use block and terrain tools Make visually engaging environments with props and textures Use lighting and color correction to create immersive atmospheres Import your custom content into the game Script special events using the powerful input/output system Control the non-playable characters to bring life to your world Manipulate the A.I. to choreograph assaults, battles, and squad movements Create an infinite amount of particle effects with the particle editor In Detail The Source Authoring Tools are the pieces of software used to create custom content for games made with Valve's Source engine. Creating mods and maps for your games without any programming knowledge can be time consuming. These tools allow you to create your own maps and levels without the need for any coding knowledge. All the tools that you need to start creating your own levels are built-in and ready to go! This book will teach you how to use the Authoring Tools provided with Source games and will guide you in creating your first maps and mods (modifications) using Source. You will learn how to stay organized, map efficiently, and avoid the most common mapping mistakes. This practical guide begins by setting you up with Source SDK and a 3D development environment. Through a series of guided tutorials, you will learn what it takes to create a professional, polished map or mod. You will learn how to create varying types of worlds, from underground labs to flowing outdoor terrains. You will also learn how to bring life into your world with advanced texturing, lighting, and decorating techniques. Towards the end of the book, we will learn how to create goal-driven A.I. sequences and scripts to choreograph epic battles and take control of your enemies and allies. The content has been developed using the illustrations from Half Life Episode 2

Kurzbeschreibung Develop engaging and immersive mods with Source SDK About This Book Create maps and mods using the tools provided with Source SDK Learn how to use Hammer to create your own game worlds Create goal-driven A.I. sequences and scripts Master Source SDK tools with ease with step by step tutorials Who This Book Is For If you're a keen gamer who wants a bit more out of your favorite game and wants to create your own modifications (mods) and levels with the Source engine, this book is great for you. No programming and Source SDK experience is required. What You Will Learn Sculpt the physical world with Hammer's easy-to-use block and terrain tools Make visually engaging environments with props and textures Use lighting and color correction to create immersive atmospheres Import your custom content into the game Script special events using the powerful input/output system Control the non-playable characters to bring life to your world Manipulate the A.I. to choreograph assaults, battles, and squad movements Create an infinite amount of particle effects with the particle editor In Detail The Source Authoring Tools are the pieces of software used to create custom content for games made with Valve's Source engine. Creating mods and maps for your games without any programming knowledge can be time consuming. These tools allow you to create your own maps and levels without the need for any coding knowledge. All the tools that you need to start creating your own levels are built-in and ready to go! This book will teach you how to use the Authoring Tools provided with Source games and will guide you in creating your first maps and mods (modifications) using Source. You will learn how to stay organized, map efficiently, and avoid the most common mapping mistakes. This practical guide begins by setting you up with Source SDK and a 3D development environment. Through a series of guided tutorials, you will learn what it takes to create a professional, polished map or mod. You will learn how to create varying types of worlds, from underground labs to flowing outdoor terrains. You will also learn how to bring life into your world with advanced texturing, lighting, and decorating techniques. Towards the end of the book, we will learn how to create goal-driven A.I. sequences and scripts to choreograph epic battles and take control of your enemies and allies. The content has been developed using the illustrations from Half Life Episode 2

ber den Autor und weitere Mitwirkende Brett Bernier Brett Bernier has been a creator since he could hold a LEGO brick and a gamer since he was old enough to hold a controller. After his father introduced him to First Person Shooters, it didn't take long for him to want to create his own world. A lunch time discussion with Chris, his childhood friend and band mate, inspired him to take action and download Valve's Hammer 3.4 to create a CounterStrike map. While looking for mapping tips online, he stumbled across a small, closeknit community of HalfLife mappers at The Whole HalfLife (TWHL). Brett, also known as Tetsu0, quickly honed his skills with the help of the community's tutorials and forums. When the Source SDK launched with HalfLife 2, he was hesitant to make the jump from GoldSource (HalfLife) to Source (HalfLife 2), but once made, he did not look back. He is currently employed as a Control System Technician at ETTER Engineering in Bristol, Connecticut, and is pursuing his Bachelor's Degree in Electronics Engineering Technology at the University of Hartford. He has been creating maps for the HalfLife game series since 2002.