



THOMSON
COURSE TECHNOLOGY

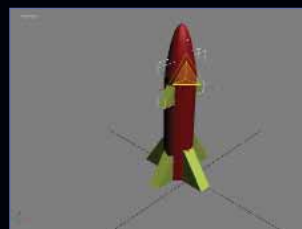
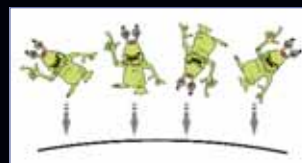
Professional ■ Technical ■ Reference

3D GAME PROGRAMMING FOR TEENS

You love playing games, but have you ever programmed your own? Get ready to learn how! No programming experience? Don't worry! You'll learn everything you need to know within this book. All you need to begin is a desire to learn and a little patience. Using three different programs found on the accompanying CD-ROM—Blitz3D for programming, CorelDRAW® for graphic design, and Autodesk® 3ds Max® for 3D modeling—you'll be on your way. You'll create several small programs as you work through each chapter and will then put each of your newfound skills to the test as you create a complete game at the end. If you are ready to develop the solid fundamentals and practical experience that are necessary for understanding and creating games, then get ready to begin your adventure with *3D Game Programming for Teens*!

Conquer the basics of:

- Programming Fundamentals
- Shapes and Objects
- Lighting
- 3D Modeling
- Collisions
- Sound and Music



What's on the CD:

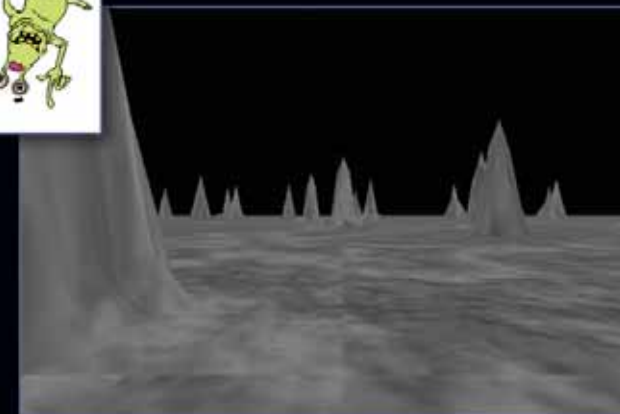
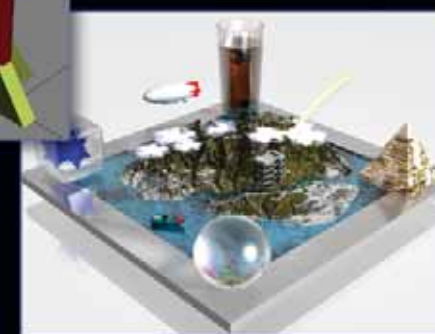
- 3ds Max® 8 demo
- Blitz3D trial version
- CorelDRAW® trial version
- All source code from the book

Eric D. Grebler is an IT professional, author, and certified trainer who has demystified the world of computers for thousands of people. Eric has written several books on a wide range of technical topics, including desktop publishing, audio sequencing, graphics, and operating systems.

3D GAME PROGRAMMING FOR TEENS



GAME PROGRAMMING FOR TEENS



ERIC D. GREBLER

GREBLER



THOMSON
COURSE TECHNOLOGY



U.S. \$29.99 CAN \$40.95

ISBN 1-59200-900-X



THOMSON
COURSE TECHNOLOGY
Professional ■ Technical ■ Reference

www.courseptr.com

User Level: Beginner-Intermediate
Category: Game Development/Programming