

[Download free pdf] Unreal Development Kit Game Design Cookbook

Unreal Development Kit Game Design Cookbook

Thomas Mooney

*ebooks | Download PDF | *ePub | DOC | audiobook*



[Download](#)

[Read Online](#)

#2200998 in Books 2012-02-22Original language:EnglishPDF # 1 9.25 x 1.23 x 7.50l, 2.04 #File Name: 1849691800544 pages | File size: 55.Mb

Thomas Mooney : Unreal Development Kit Game Design Cookbook before purchasing it in order to gage whether or not it would be worth my time, and all praised Unreal Development Kit Game Design Cookbook:

3 of 3 people found the following review helpful. Great book to learn how to put a UDK game togetherBy Heleen DurstonI am a big fan of the UDK engine and while this book is not for complete beginners, it definitely helps to gel what I have learned in tutorials. The book provides pertinent information on the SDK and helps you to understand not only laying out a level; but how to use Kismet to make things work.1 of 1 people found the following review helpful. great purchaseBy davidlomi'm fully satisfied with this purchase.nice and clear examples.good for beginners to intermediates.highly recommending for everyone who's interested in UDK GameDev.0 of 4 people found the following review helpful. This book is a waste of money.By gregoryThis book is poorly written, with obtuse instructions, if one can call them that. File locations are not specified, instructions do not follow and are too brief for the reader to implement them. Requirements are not specified. This book is a waste of money. It is valued too highly and needs to be trashed.

Written in cookbook style, this book offers many recipes to learn game design with UDK. Each recipe contains step-by-step instructions followed by analysis of what was done in each task and other useful information. The book is designed so that you can read it chapter by chapter, or you can look at the list of recipes and refer to them in no particular order. This book is meant for game artists who are getting used to UDK but may feel the need for guidance on matters of implementation. It also targets brave beginners who are struggling to find an all in one package for getting started with UDK, and want a ready to hand reference. Level designers can use this book to gauge their understanding of the editor, check for specific problems, and discover gems they may not have come across before.

About the Author Tom resides in Kuala Lumpur, the land of squashed frogs. He teaches 3DSMax and design as senior lecturer at Raffles International College. He trains artists for the game industry and also trains alts in EVE. He is currently shored up in a C4 WH, admiring nebulae and painting comics. He has worked as a games artist and as a broadcast CG generalist. He participates, or at least asks questions, in the UDK forum as tomacmuni, and is happy to be shown how to do things. Tom grew up in New Zealand, but lives in exile from desolate beaches and wild nature, instead intent on surviving urban biking, mosquito bites and daily thunder storms.