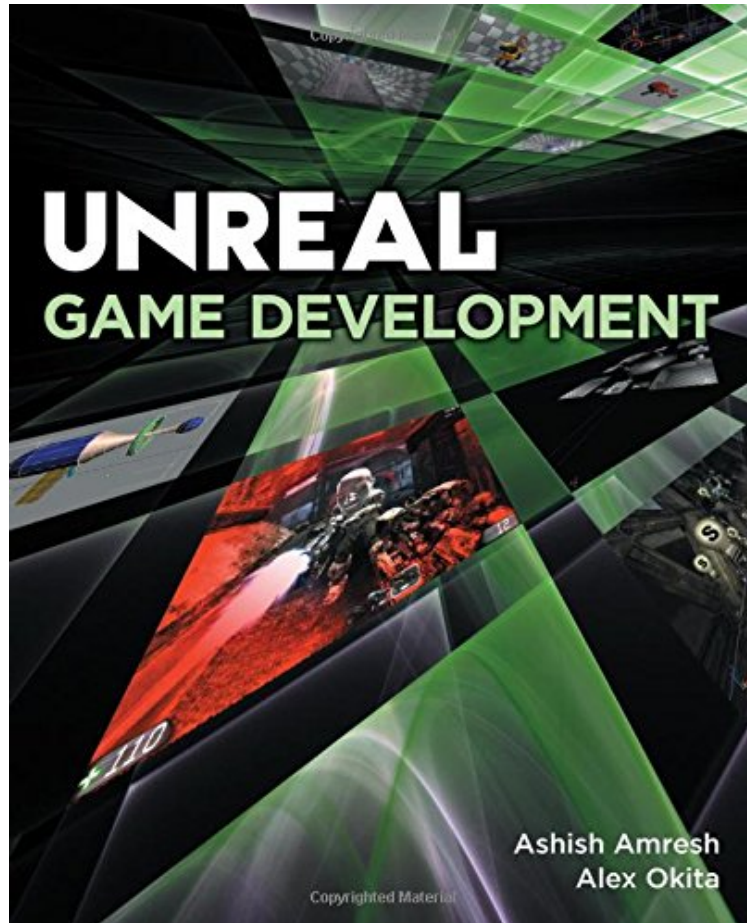


# Unreal Game Development

*Ashish Amresh, Alex Okita*

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#2390368 in Books A K Peters/CRC Press 2010-08-05Ingredients: Example IngredientsOriginal language:EnglishPDF # 1 .70 x 7.40 x 9.20l, 1.49 #File Name: 1568814593500 pages | File size: 79.Mb

**Ashish Amresh, Alex Okita : Unreal Game Development** before purchasing it in order to gage whether or not it would be worth my time, and all praised Unreal Game Development:

2 of 2 people found the following review helpful. Frustrating, too general, and rushedBy Big JilmI understand that this is a book on the Unreal engine and not GIMP or 3DS Max, however the author too frequently relies on the crutch of "X is outside the scope of this book" to gloss over skills that it then dedicates an entire chapter to exploring. The result is that you can either ignore those chapters, or you can stop, learn the skills yourself somehow, and then return to the chapter at hand. Doing the latter gets frustrating really fast. As soon as you learn one skill and return to the book, the next paragraph throws another wrench at you that stops you in your place.Don't get me wrong. Following this book will teach you new skills, but it may also drive you nutty in the process. I think the format would have worked much better in a video series, where the viewer could follow along with the instructor and pause/rewind as needed. Still images just don't go far enough to explain items that the author flies past.0 of 0 people found the following review helpful. obsoleteBy SammIOThe intention was good but ,yet from the beginning of this book, you figure out that this

piece of literature is sadly obsolete and sometimes gibberish when it comes into UDK details ... But that book is not the only one : UDK evolves on a monthly base , not books ;)0 of 2 people found the following review helpful. book survived, packaging did notBy threeflatAlthough the book arrived and is as described, the packaging was open and torn in many places. I suppose the book was luck to be undamaged. Packaging a product to survive all the mail handling it receives is as if not more important than the content

Using Unreal Engine 3, the authors teach aspiring game makers the fundamentals of designing a computer game. The only prerequisite is a basic working knowledge of computers and a desire to build an original game. To get the most out of the book, the authors recommend gathering up some friends and working through the book together as a team and with time limits, mimicking the key elements of real world commercial game development. This book mirrors the curriculum used at CampGame, a six week summer program organized for high school students at The New York University and Arizona State University that has been running successfully for over five years. Students enter with no prior knowledge of game making whatsoever, and through the course of six intensive weeks, they finish as teams of budding game developers who have already completed fully functional games with their own designs, code, and art. Unreal is a registered trademark of Epic Games, Inc. Copyright in the Unreal Development Kit, Unreal Tournament, and Unreal Engine 3 is owned by Epic Games. Content of those programs included in screen shots in this book is copyrighted by Epic Games and used with the permission of Epic Games.

Unreal Game Development teaches game makers the basics of designing a computer game, and requires only a basic knowledge of computers and a desire to create an original game to prove a successful handbook. From using 3D tools and 2D image-editing choices to programming and using design tools, this book teaches how to use Unreal Engine 3 to design a computer game, providing a step-by-step tutorial mirroring a curriculum used successfully at a six-week summer program for high school students that has been running for over five years. Very highly recommended!--The Midwest Book About the AuthorAshish Amresh is an Assistant Professor in the College of Technology and Innovation and is leading the Computer Gaming curriculum initiatives at Arizona State University, where he founded the Computer Gaming Certificate and the Camp Game summer program. In the past he worked for Ronin Entertainment as Graphics Software Engineer known for Star Wars: Force Commander and Bruce Lee Quest of the Dragon. He has given numerous talks on using games in the class room for enhancing math and science learning. He is currently researching on how to improve learning of math word problems using games. Alex Okita is a professional computer game and film generalist with credits on games developed by Wideload Games, Inc., Bungie Software, Secret Level, Inc., Yuke's Co, Midway Games and many more. He worked for four years as an Unreal Engine 3 technical director for Black Point Studios and continues to work as an Unreal Contract Artist/Programmer on cutting edge projects for high profile clients. Alex lives and works in the San Francisco Bay Area.