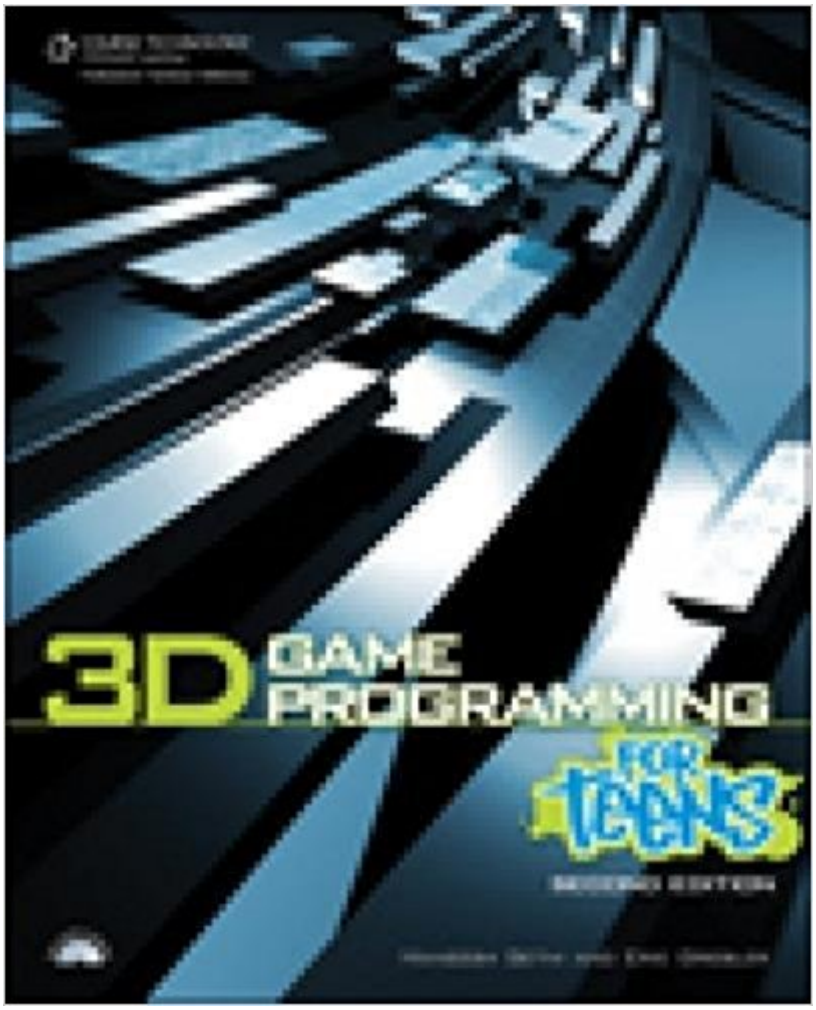
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3D Game Programming For Teens (For Teens (Course Technology))



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Synopsis

Do you love video games? Do you want to learn how to make them yourself? Welcome to 3D Game Programming for Teens, Second Edition, a how-to resource for anyone interested in creating a video game. Written specifically for beginners in an easy-to-follow way, the book teaches you basic programming, graphic design, and 3D modeling so that you can design and develop your very own games. You'll begin with an introduction to some simple programming concepts using the Blitz3D language. Then you'll learn about graphics creation for games using CorelDRAW and PHOTOPAINT. Finally you'll explore basic 3D modeling with Autodesk 3ds Max, and you'll learn how to enhance your games with sound effects, collisions, and more. 3D Game Programming for Teens, Second Edition walks you through the game programming process step-by-step, with each new technique building upon the previous ones. The final chapter of the book shows you how to put all your new knowledge together and build your own full game! All you need to get started are some basic computer skills and a love of games. No previous programming experience required!

Book Information

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Customer Reviews

PART ONE: TALKING THE TALK. 1: A Quick Gaming History. 2: The Gaming Industry. 3: Becoming the World's Best Gaming Programmer. 4: Anatomy of a Game. 5: Designing a Game. 6: 3D Game Spelling Bee. PART TWO: WALKING THE WALK. 7: BlitzBasic 3D. 8: Programming Your First 3D Game. 9: Setting the Stage. 10: Lights...Camera...No Action (yet!). 11: Shapes. 12: Texture

Mapping. 13: Action. 14: Reaction aka Cool Effects. 15: Graphics. 16: Levels. 17: Meshes. 18: Welcome Screens. 19: Sounds. 20: Putting it all Together. 21: What's Next?

Maneesh Sethi is a student at Stanford University in Palo Alto, California. As a high-school student, Sethi founded Standard Design, a web-site design company. He is the author of Game Programming For Teens, first and second editions, and Web Design For Teens. Sethi lectures on game programming topics at conferences across the country and has been a guest on G4TechTV. Visit his web site at www.maneeshsethi.com.

This is a good book for beginners looking to learn a little about coding. It's easy since it's based around the already easy to learn language BASIC. I bought this for a game programming class. I have , however, noticed a few errors in the book already. For someone that doesn't know anything about BASIC these errors in the book will lead the reader to learn something that isn't true. That's why I gave it 4 stars.

Decent book for beginners learning Blitz3d, however it does not going in dept with a lot of commands, and doesn't display all commands. Also, the instructions are kind of vague if best.

great for kids to inspire them in makeing games.

I may have bought this book for kids who are too young (10 and 13) so when they were frustrated I tried to help them. The samples the book follows are supposed to be found in the CD that cams with the book. First they tell "kids" : find this sample code in the CD without telling them exactly which folder in the CD they can find it. That may be OK for somebody experienced but not for a kid (they will probably look for it by opening every folder in the CD!!). Then guess what ... the samples are nowhere to be found. So ... I typed the code myself for them. When compiling it with their software it told me a function was not available ... Let's see ... a function they are using in the code is not available in their software??? And this is just the simplest example the book starts with. Imagine if anybody is going to read the rest of the book. I can't believe a book like this one even gets published.

this book was the first programming book I ever completed and it easily introduced me to programming. It begins introducing what the "basic" programming language is about and during the

beginning of the book it introduces the basics on Blitz3D. The book was easy to follow and interesting, however the towards the end the quality dies as there are typos and parts of chapters led to be a bit complicated or confusing. The Compiler itself has bugs or inconsistencies that takes patience to overcome, which sometimes makes this a less desirable book to read.Looking back I would say that attempting to make a professional looking game or even one that is fun to play would take more learning into advanced concepts that are not covered in the book, this book is simply made to introduce the language and how to make a very simple 3d game with little experience. Nevertheless, it gives great background for basic programming.If you are hoping to make a make a good 3d game from this it is very plausible HOWEVER, keep in mind the following:- The book introduces ,however, hardly expands into the concepts of 3d modeling and animating; which is just as crucial as the programming itself, one would need to get an entirely different set books to achieve this...-Also texturing is introduced however, once again you would need experience to make a good looking pack of compatible textures, another book and plenty of practice would be needed to reach this

Really great book for young programmers. The CD-ROM of source code really helped make the concepts clear. I would recommend this book for a 15-16 year old with basic computing knowledge level. The book plows into programming from the first chapter, and assumes some prior knowledge of computing concepts so it is perfect for someone who wants to take their creativity to the next level.

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