

# *HOW TO BE A*



## *VIDEO GAME DESIGNER*

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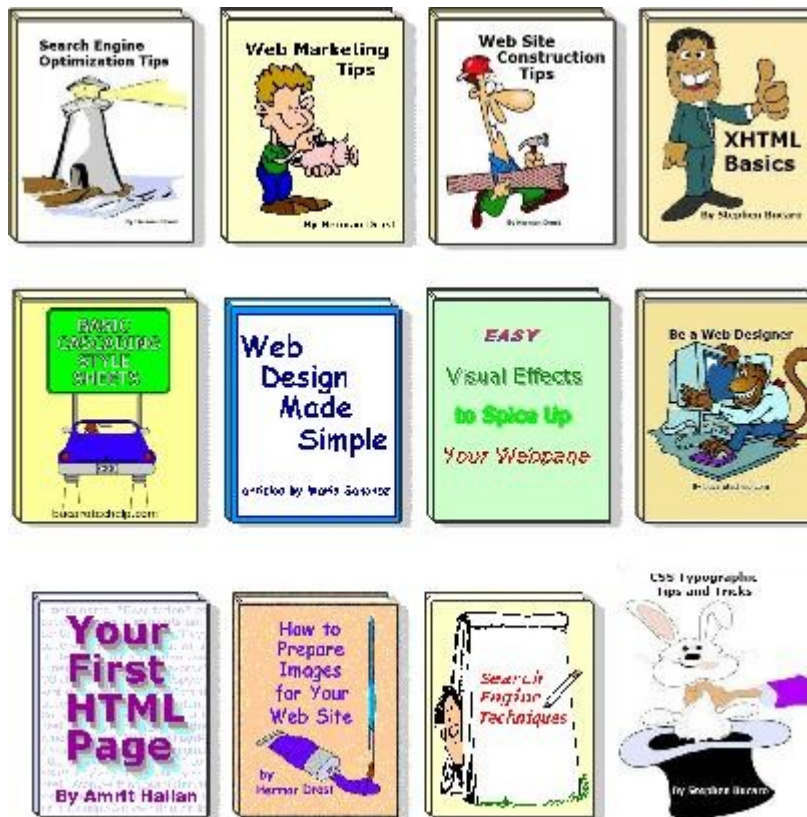
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## **Introduction**

Video games is a booming \$50 billion industry, outpacing the movie industry by a wide margin even when you include DVD sales. For this reason the demand for video game designers has grown dramatically. If you have a creative mind and a passion for video games, you can earn a good living while having fun.

While many video game designers work for large game publishing companies, many new cutting-edge games come from independent game developers consisting of a small team or even a single individual. Entry into the video game industry by independents has been facilitated by availability of power free open-source game development tools and the communication and marketing capability of the Internet.

This ebook explains the job of a video game artist and shows you how to design 3D video game models and how to develop a video game that is exciting to play. It introduces you some free but powerful game engines. You'll learn if 3D animation the right career choice for you.

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## **Three Overlooked Keys to Making Outstanding Games**

By Brice Morrison

Making independent games is a fun but difficult business. There is so much to think about: bringing together all the artwork, implementing the scripts and programming challenges, crafting a good story and gameplay design. You have to focus on the player, the project, your

team and yourself, a juggle all of these to make a finished product.

In my many years of independent game development and watching with other independent teams, most everyone remembers to come up with a kind of cool design. Most everyone remembers the artwork, sound, and engineering too. However, there are three main crucial points that I see young game developers completely miss over and over again.

But when followed correctly, these three tips dramatically increase the chances of the project being considered a success by everyone involved. And being successful sounds pretty exciting, doesn't it?

### **Crucial Key Number 1: Set Clear Goals for Your Game**

When designing out your game project, it's important to be clear about your goals. This is absolutely crucial, because your goals will impact the project, whether you are aware of it or not. Even if you don't write out your goals, you still have them in your head. Best to be certain and get them down on paper so that you know exactly where you're going.

The three most popular goals for independent game projects are:

Make a game that's really fun  
Make a game that will look good on a resume (when applying to a game company)  
Make a game that will be sell and make some money  
There's nothing wrong with any of these. They have their advantages and disadvantages, and you can do two or three if you like (though that's much more difficult).

As I said before, all that's important is that you're clear - then you won't have the problem of taking on a different goal at the last minute and getting frustrated because it isn't working. I had this problem years ago with an indie game of mine called Jelly Wars. While I was making the game, I was focused on goal number 1 - Make a game that's really fun. But at the last minute I decided, "Hey, I can make money off this too, right...?" So suddenly I tried to switch to a commercial product, and it was a miserable failure because there was a lot more that would have needed to be done (distribution platform, advertising, more fleshed out single-player campaign, etc).

It would have been better if I had just focused on goal number 1 and counted it as a success, and then tried to make money off of my next project. Granted, it is possible to make the transition from one goal to another, but it's not going to be nearly as easy as if you had mapped it out from the start.

### **Crucial Key Number 2: Map Out What You Know and Don't Know**

When a team of talented indie game developers get together to design a game, they are often naive enough to think that once they design the whole game, then all they have to do is make it exactly as designed, and they'll be done.

Wrong.

This isn't a jab at the implementation or design talent of these people. Rather, it's a warning about the shifting sands of game design. Just like in professional game development, indie game designs continue throughout the whole project. You'll learn things that you didn't anticipate, you'll see things that do or don't work like you thought they would, or you might just flat out change your mind.

I learned this lesson the hard way with QuickQuests, a casual MMORPG I designed and produced years ago. I wrote up over 50 pages of design documents and then talked with the programmer to begin implementation. Once the system was done, I found that there were lots of design flaws in the basic gameplay that made it unplayable and incredibly boring. By then it was too late to change anything and recovery was very difficult.

It would have been better if I had said to myself and my programmer, "This is what I'm thinking, but I can't tell right now it it's exactly going to work. I could guess, but it probably wouldn't be accurate. Let's get to that bridge and then we'll cross it."

So when you're doing a design, don't be afraid to put in some extra time to figure out features that you kind of gloss over right now. It's impossible to know everything in exquisite detail; if you think you do then you are a foolish designer. You'll thank yourself down the road when you have the extra time.

### **Crucial Key Number 3: Make a Simple Schedule**

This is the big kahuna. If I could tell you to pick one of these things and do it, it would be this one. Making a schedule for the development of your game can increase the probability of your project being a success by tenfold.

Scheduling is one thing that lots of indie game developers neglect when they lay out the design of a game. While they're busy thinking about the story, the color of the main character's cape, and which one of their friends could do the voice of the lovable sidekick, they forget that they need to know when all of this stuff is actually going to happen. If you don't write it out on paper, then you're basically just going to be making it up as you go along. This is dangerous, because it's difficult enough for people to remember to do laundry or finish that report by Sunday. It's even harder to remember that the artist needs to know what assets to finish ASAP because the engineer is going to implement the system tomorrow and he's going to hard code in the sprites.

Games have lots of dependencies and lots of tasks that need to be done, so making a quick schedule is vital. It doesn't have to be complex, and you can change it as you go along or add more time if you need to. Just write down the large chunks of the game that need to be done ("Finish majority of art assets", "Finish first playable level", etc), and attach conservative dates to them. Then you and your teammates will have something to work against and you'll feel

confident that you know exactly how the project is going.

## **Give Yourself the Highest Chance of Success!**

The 3 items I've listed here are not difficult, but they certainly are the most overlooked aspects of making a successful independent title. Take some time out at the beginning of your project, just an extra hour or two, and run through these 3 critical key points. When your game is super fun, looks fantastic on your resume, or makes you a nice chunk of change, you won't regret it.

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If you're interested in independent game development or getting a job in the games industry, be sure that you have all the valuable insider knowledge you can get. Visit [The Game Prodigy](#) for more great articles and resources.

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## **How to Make a Video Game That is Exciting to Play**

by Will Kalif

People love to collect and accumulate things. This is true in real life and it is true in video games. Give your player lots of options to get things and to save them. This applies not just to weapons but to all manner of things from clothing to furniture. Players love to look through their inventories and review all of the things they have.

Foreshadowing is a technique that writers have been using since the very first work of fiction was written. It is a technique for giving hints about things to come and it works well in video games. The most common technique for foreshadowing in a game is a change in environment as a new and greater challenge is approached.

Make the scenery and music in your game more dramatic as the player gets closer to a big challenge. This will be a subconscious indicator that something big is coming up. This technique also works well with bigger and more powerful weapons. If you make bigger weapons available to a player you are foreshadowing the fact that he is probably going to need them.

Few things are as rewarding to a player as the use of wits or ingenuity to solve a problem. Enable your players to have some ingenuity and give them lots of options to solve problems. Make things a challenge in terms of what they have to think about and give them the resources needed to accomplish the tasks you set for them. This kind of challenge is most often presented to the player as a quest and quests are a very successful tool for making a game interesting and exciting.

One of the most important things to think about in terms of

playability is the psychology of reward. And it is important to think outside the box when it comes to rewards. They are not just gold pieces. They come in many different shapes and forms. A few examples of rewards are money, weapons, tools, objects, access to new areas, short videos, musical background pieces, or even badges, ribbons and ranks. To keep your player happy keep the rewards coming in small doses and let him know ahead of time about the rewards he can attain.

As a player acclimates to a game he is going to get a feel for the play and the standards that you use. This acclimation can actually be detrimental to enjoyment. To overcome this you have to increase the rewards and the complexity of the game. This way the player is always challenged.

There are two important things you should do when thinking about how to make your video game more fun. First you should step back from it and think about it as if you were a player and not the creator of the game. But this will only get you so far; after all, you know all of the challenges, tasks, rewards and secrets in the game. This perspective will stunt your ability to really judge how fun the game is.

The second thing you should do is get other people to play your game or the portions of it that you have completed. While they are doing this you should simply observe them and never help them with anything at all. By simply observing (and taking notes) you will get a real impression of how the game is played by an anonymous player. And you get a good look at how fun it is and what things you need to work on.

You can make your video games more exciting if you just sit back and analyze what makes a game exciting. It is always more than just big and scary creatures. There is a whole psychology that you can apply.

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## **How to Make a Video Game for your Xbox for Free**

By Will Kalif

Microsoft has released a game making software suite that allows you to make a video game for Windows XP and Xbox 360. You now have the power to make your own Xbox games at no cost whatsoever.

There are plenty of free game making suites available to you but none of them work with a console system. Microsoft has changed all this by making available a platform for making video games that will play on your Xbox 360 system. That's right; you can make a game and play it right on the 360 you have at home. And one of the best things about this is that it is totally free. As a little guy with big ideas you now have the chance to make your game making dreams come true. This new software is called Microsoft XNA.

Making a game does take work of course and there are some software requirements needed so let me review these. First off, you need a computer that runs Windows XP with service pack 2 and you need to install a program called Microsoft Visual C# 2005 Express Edition. (XNA is written in C# so that's why this is required.) This software is also free to download. You also need a graphics card that supports DirectX 9.0c and Shader Model 1.1.

There are some optional tools and requirements like an audio authoring tool called XACT and if you want to use this tool you will need to install the .NET framework version 1.1 on your computer but this is not mandatory. You can create games without using the XACT tools.

XNA looks like it is going to be very popular and there are lots of websites springing up that are devoted to it and Garage Games has already created a software utility that will make game development very easy. There are also many tutorials and examples available to help you through the learning process.

If you always wanted to make a video game for your Xbox now is the chance to get some official software that will make your creative game ideas come true.

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For more articles, information, product reviews, and tutorials on the exciting world of making video games for free check out the author's website at: [make-video-games.com](http://make-video-games.com) – Creative resources for making video games for free You can also check out his other game making site at: [StormTheCastle.com](http://StormTheCastle.com)

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To get started with Microsoft XNA, visit [Your First Game: Microsoft XNA Game Studio in 2D](#) and [XNA Creators Club Online](#) a XNA programmer's community site sponsored by Microsoft.

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## **How to Make 3D Video Game Models**

by Will Kalif

A 3d Model is a three-dimensional object you put into a video game.

The most common model is that of the player in the game. But it can also be almost anything else you can imagine. Here is an overview of how you make 3D models for video games.

When you make a video game most of the design is done the same way an architect would design a city or a building. It is all very static. You define the shapes of the objects then you insert textures and colors. But this is just the static world that everything happens inside.



The real adventure of a video game comes when the models are inserted into the game. And if you are learning how to make a video game using some of the more common software like Reality Factory you don't have a whole lot of options for making models. This is where 3D modeling software comes in.

### **To Make a 3D Model you need some 3D modeling software**

There are many different modeling software applications and most of them are very suitable for making models for games. Some of the more popular packages are:

- Maya - A high end 3d modeling package, which is used by professionals and often, used to make movies. It also has a scaled down version which is more affordable.
- 3Ds Max - Another high end modeling package that is very popular within the game making industry.
- Lightwave - This is a professional package at a reasonable cost. If you are serious about 3d modeling this is a good option.
- [Blender](#) - This is a free open source software package that has some

amazing abilities. If you have no budget this is the way to go.

- Milkshape 3D - Very inexpensive and easy to use 3d modeling package. They have a nice 30-day free trial period which gives you then chance to learn and test before you buy.

### **How is a 3D model made?**

There are a few different paths to making a model for a video game. Here is a generic overview of the process steps.

1. You design a skeleton of your model. Think of this as the bones and joints underneath. You won't see any of this when you play the game but these bones and joints are very necessary because they tell the game how the model moves. Exactly the same way your bones and joints define how you move.
2. You design a colorless and texture-less skin around the bones and joints. This is how your model will look in shape.
3. You color in the skin to get the exact look of the model. This is the details of the model. You make the final look here by putting in eyes, clothes, or anything else.
4. You define how your model will behave. You tell the model what joints will move in what directions. This is a big time saver with modeling software because you just tell it the beginning and ending locations and the software draws in all the middle steps.
5. You export the model into a format that video game design software understands. 3D modeling software has this export tool built in and most programs will export to a wide variety of formats for lots of game development software.

Making 3D video game models is not a really hard process and in no time you can make some nice models for your games. But, modeling is a profession that some people devote full time efforts to. If you want to get really good at modeling you are going to have to put in many hours of practice and you are going to have to develop your talents as an artist.

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For more articles, information on the exciting world of making video games for free check out the author's website at: [Make-Video-Games.com](http://Make-Video-Games.com) If you like creative projects check out the authors project site [Storm The Castle](http://Storm The Castle) - Creativity with an Edge.

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**The Roles of a Video Game Artist - 3D Animation and Design**

By Cody Landon

How often do we hear people that have careers complain about never doing the job they were trained to do? They did not realize when they entered into their chosen field that there would be many aspects to the job.



Image created with  
3D character modeling

The same premise applies with the video game artist. Before really researching the subject many would be artists think it is just a matter of sitting down and designing a game and then putting it into production and it is ready to play. It does not quite work that way. If it did there would probably be even more games on the market than there already are. Video game artists have such a variety of jobs to do that many of these jobs have somewhat evolved into becoming specialties.

A good example of this is the concept artist. In other words the idea maker. It is his job to be creative and dream up the various characters and the types of atmosphere it will demand.. Once it is put to paper it is scanned into the computer and it is cleaned up using a software program with these types of capabilities such as Photoshop for example. Now we are still at the rough stage and color now has to be introduced.

This is where the texture artist now fulfills his roll. It is his job to create the texture for the colors, and then it moves onto the 3D model builder. So where did the role of the video game artist end? Actually, it did not; the video game artist may have been doing any one, several or all of the duties as outlined.

To become a concept artist you need to be yourself, you cannot really take training to be one. Simply being because it is based on creativity. No one can teach you to be creative, but they can teach you to develop your natural creativity. This is usually done by practice and more practice. You can never reach a plateau where you can say you have mastered it all, it just does not happen with the arts. Another thing to remember is doing not be a copier, be a creator. It does not take much creativity to sit down and copy another's work.

Be observant, watch things how they move, animals, humans and even the elements. By doing this you will perfect your skills in proper

proportions, and skeletal structure. The setting you are going to place your characters in is almost as important as the characters themselves. You are setting the atmosphere, which in turn sets the theme.

You may decide that you want to specialize in 2D or 3D animation, which is great. It means you are going to have to determine the levels of the various games and edit them as necessary. You may even have the responsibility of that of the texturing artist.

Now the 2D texturing artist has the job of texturing all of the elements found within the game as it pertains to the 3D objects. This can be greatly perfected and enhanced by the use of good quality software designed for this purpose.

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## **Is 3D Animation the Right Career Choice For You?**

By Cody Landon

If one is going to enter into a career then it is a wise move to learn everything about the industry they are about to enter. All too often individuals will sign into an extensive training program and two things end up happening. The first is half way through the training they decide they do not like it or two they break into the job market and find out they are not doing what they were actually trained to do. Both of these disappointments may have been avoided with the proper research.

Apparently this is something that happens quite often in the animation industry. Aspiring animators have a love for doing animation and proceed to do in depth studies of 3D animation figuring it is the ultimate of the industry. They envision themselves developing such renowned characters like those that took place in Finding Nemo or Shrek 2. After becoming well exposed to the industry they soon find out that they are spending every hour of their working moments on animating characters yet this is what drew them to the industry. Therefore, in summary if this was or is your ultimate goal of getting into this line of work then you need to determine what a career in 3D animation is.

What you soon will discover is that being as you have chosen 3D you are going to be technically a computer graphics artist. This means you may end up spending more time on lighting, modeling, texturing or perhaps rendering rather than developing characters. So in reality what should be your real job title should you be designated to one of

these categories? Let us say you become one of the following...

1. You predominantly set up lighting that pertains to a particular scene for a 3D piece. It will be your job to ensure it is the way it is suppose to look and has the right feel about it. You are then technically a lighting artist.
2. Your job is to make the 3D models that are going to be in the 3D scene. This is a technical assignment where you will have to first design the character in mesh then it proceeds through stages to end up as the finished character. You have now become a 3D Modeler.
3. You spend your days painting and creating the textures that are going to be encasement for the characters. In essence, you are creating the skin so it ends up looking as it was designed to look. You new position is now that of texturing artist.
4. Here is one you may find interesting. You are going to be the person looking after creating the bone system. This is what the animator will use to make the model work as it was meant to. Therefore, you have now become a rigger.
5. You may find being in charge of a rendering farm a little more enlightening as here you will have the responsibility of ensuring each 3D frame image is produced properly by the rendering software.
6. Last but not least how about the duties of the animator. Do not think that it is going to be a cartoon character. In reality, you may be animating anything that moves like a mechanical action of a motor for example or some movement in the human body such as the heart beating.

So now you know all of the different aspects of the 3D animation industry, is it for you?

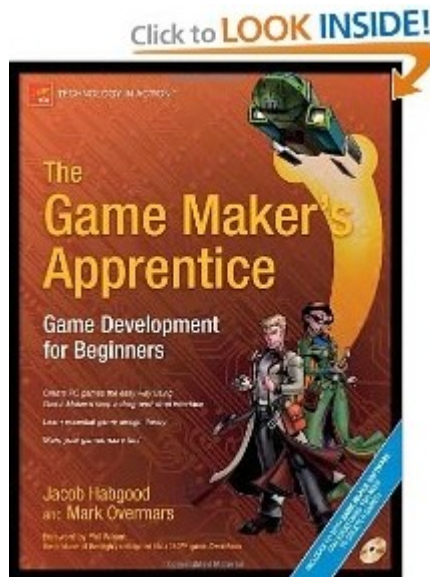
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**The Game Maker's Apprentice**



The [Game Makers Apprentice](#) shows you how to create nine exciting games using the wildly popular Game Maker game creation tool. This book covers a range of genres, including action, adventure, and puzzle games complete with professional quality sound effects and visuals. It discusses game design theory and features practical examples of how this can be applied to making games that are more fun to play.

Game Maker allows games to be created using a simple drag-and-drop interface, so you don't need to have any prior coding experience. It includes an optional programming language for adding advanced features to your games, when you feel ready to do so.

The authors include the creator of the Game Maker tool and a former professional game programmer, so you'll glean understanding from their expertise. The book also includes a DVD containing Game Maker software and all of the game projects that are created in the book plus a host of professional-quality graphics and sound effects that you can use in your own games.

### **Excerpt:**

As you progress through this book you'll build a series of excellent games that you might never have even dreamed you could be capable of creating right now. The instructions are clear and concise, but also encourage you to experiment with your own designs. For example your version of the captivating and original Koalabr8 game (Chapter 7) will almost certainly be a unique piece of software. The crazy devices you invent, and the way you lay out your levels, will certainly differ from mine. Watch out for Lazarus too (Chapter 4) it may interest you to know that this eponymous hero first appeared in Jacob's student portfolio, and was partly responsible for securing his first programming job in the industry!

Alexander Aris of Oxford, United Kingdom says, "The Game Maker's Apprentice has to be one of my most eagerly awaited Computer Book purchases for quite sometime. The fabulous presentation and great use of terminology, really makes it a joy to read. Each chapter guides

you through gently, in order to achieve more confidence into creating your own game or project. Each page is colourful and the beautiful illustrations brings things to life.

"The book is accompanied by a great CD with all of the examples, resources and Game Maker itself, which is really easy to get into. Within no time at all, you'll get used to it's interface and workings. The tutorials start you off with the basics and progressively bring you to the wonderfully powerful Game Maker Language (GML). So not only can you create games using a Drag 'n' Drop interface, you can also use a powerful programming language as well. All of this is included in the unregistered version, but by paying an ever so reasonable registration fee, you unlock the full potential of Game Maker.

"I used Game Maker to create my first ever PC game, Bugsy. The Game Maker Forum helped me out when I came across a problem or a bug I couldn't resolve. There a lots of games and projects created with this wonderful program. You will also find many other sites across the Internet that provide helpful advice and tutorials. Not forgetting the official Game Maker site run and hosted by Mark Overmars.

"The books co-writer, Jacob Habgood, has made a marvellous job along side Mark, to make this a very interesting book indeed. You might also be interested to know, that another book covering the Game Maker theme, [Basic Game Design and Creation](#) by Namu Swamy is available as well. This also brings you to the Game Maker stable to learn some very easy steps into the basics of game design without it appearing too boring or tiresome. Your gaming ideas and projects start here!"

### **Excerpt:**

Who wouldn't want to make computer games? It's creative, rewarding, and these days even pretty darn cool too. You can make them to share with your school friends, your work colleagues, your grandchildren, or even the entire gaming world. This book is not specifically for the young or old, but anyone who loves computer games and wants to have a go at making them for themselves. We've all painted a picture, written a story, and made a wobbly piece of pottery at some point in our lives, so it's time to embrace the art form of the future and try making computer games too.

This book provides a collection of engaging tutorials that introduce you to the Game Maker tool and teach you how to use it. The first four parts of the book take you step by step through seven different projects using Game Maker's simple drag-and-drop programming system. By the time you've finished making Evil Clutches, Galactic Mail, Lazarus, Super Rainbow Reef, Koalabr8, Wingman Sam, and Tank War, you'll have a well-rounded experience of making games with Game Maker. Parts 2, 3, and 4 also end up with game design chapters that encourage you to stand back from your creations and consider how principles or game design can be used to make them more fun. Moreover, we don't just talk about it, but we provide new versions of the games with improved features so that you can

experience for yourself how solid game design can lead to good gameplay.

Game Maker provides a simple environment that allows beginners to quickly start building games, using an icon-based system of events and actions (see Figure 1). This drag-and-drop programming technique provides an easy way to learn about game development and allows you to create games without going near a traditional programming language.

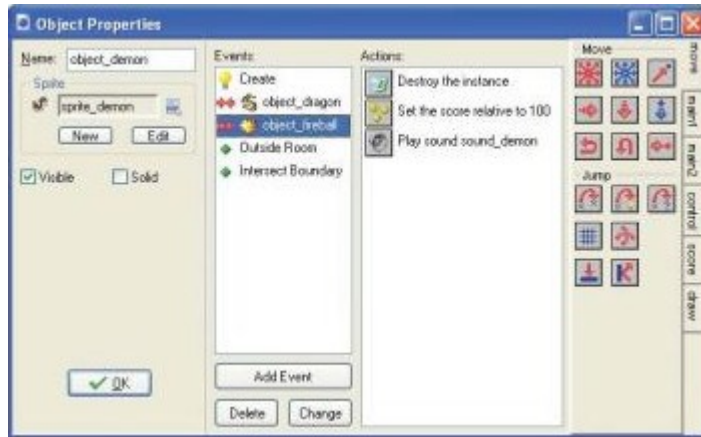


Figure 1. Game Maker's simple drag-and-drop system uses iconic events and actions to program computer games.

Bruce Kirkpatrick says, "I have been an educator and professional software developer for over 20 years now and can say that this is the most well crafted instructional book of any kind that I have ever read.

"Taking a reader from zero to being able to create interesting games while understanding the logic, design considerations, and even programming syntax needed in one 300 page book with an easy to master learning rate/curve is an amazing feat. The authors deserve congratulations and they certainly have mine.

"The book starts with very basic logical programming constructs and builds an initial simple tutorial from these. Through each subsequent tutorial project in the book, additional concepts are introduced while previous concepts are reinforced. The tutorials are carefully crafted such that new material is presented in very step by step detail while previously introduced concepts are referred to in an increasingly shorthand way. This is a great teaching technique and one that doesn't happen without great effort.

"Along the way, most modern programming concepts and are introduced and explored in an amazingly non-frightening manner. In occasional chapters through the book the authors take a break from the GUI coding and talk about game design in more general terms and through examples from the tutorials and modified versions of the tutorials showing how game design and game player experience can be improved.

"The final chapters of the book deal with coding games and game features in the programming language that is "behind" the Game

Maker graphic user interface. While some have complained that this language is not C++, it is certainly close enough in design and syntax that any concept learned here will be readily transferable to another more common language."

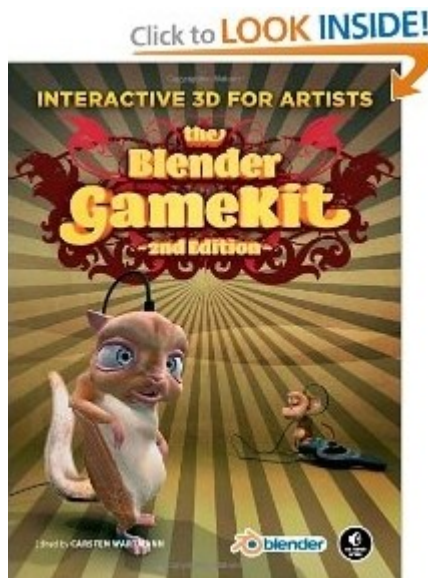


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## The Blender Gamekit



Blender is the first 3D package to integrate a game engine as well as tools for editing game-logic and creating interactive animation. The Blender GameKit, 2nd Edition is the official guide for 3D artists, animators, and game designers interested in exploring this part of Blender. This completely revised, full-color edition covers Blender 2.48, including all contributions from the Open Game Yo Frankie! project.

Ronald J. Harris says, "Of all the books on computer graphics and game programming I've read, this is my favorite. I'm not exactly sure

why. One reason, though, is that this book impressed me as practical poetry - or do I mean practically poetic? - compared to most of the others. The book is targeted towards blender artists and to some extent uses that as an excuse to take a non-technical approach to the subject. Unfortunately this means that the book doesn't go as deep into the subject as most readers would like. Fortunately it also means that the book doesn't go into dreadful detail on subjects that in the long run you are going to have to figure out on your own anyway.

"For such a short book, it covers a lot of material. Sometimes as I was reading it I felt like I was being cheated, that it wasn't even answering my most basic questions on the subject. Then I would myself pose a question on a topic that I felt hadn't been addressed and look into the book for an answer. Sure enough, in most cases it was there.

"Quite a variety of games are presented in the text and if you want to write your own in any of the genres presented you should be able to use the sample programs as a guide to realize your idea. Expect to do a bit or even a lot of reverse engineering from the examples provided on the disk before you can make use of the techniques presented. The book's text alone will not be enough as most of the games are not presented in complete tutorial format. More often the book's text will just highlight a technique or two from a game so that you will know where to look on the disk for the examples you will need to follow.

"The book omits anything significant on the ways of using character animation other than references to the fairly sophisticated blender open game project Yo! Frankie. Chapters in another book, Tony Mullen's Mastering Blender, fill some of the gaps in this area.

"Despite the word Kit in the title, the games are not really kits in the same sense as say the Aurora Expansion Toolkit was for Neverwinter Knights. You can modify the games if you want - Yo! Frankie in particular is quite open to additional levels - but in most cases the games serve more like open source software programs that you can cannibalize for parts to your own game.

"The book is inexpensive and fun and despite a few faults is still actually a pretty good introduction to creating games with blender. Recommended."



The Blender GameKit starts with an extensive section explaining the

basic concepts of 3D design and offering a full introduction to the Blender interface. Through step-by-step tutorials, the book shows how to create models, add motion to them, and turn them into simple games. Experienced 3D artists will appreciate the more complex game demos, the character animation tutorials, the introduction to Python, a tutorial with the Frankie character, and the advanced reference section.

J. R. Cardona says, "Many people know that Blender is a free and open source 3D creation suite that has grown over the years to become one of the most powerful tools for 3D. What many people may not know is that Blender includes a game creation kit. You don't need to program to create games with Blender, just this book and some time playing with the CD that comes included with it.

"To create games, you just need to build your 3D objects with Blender, and then use the game engine of Blender to make your 3D game. This is done by clicks and pull-down menus, with no coding at all.

"The Blender Gamekit is a book published by "No starch press" and written by several authors. When you have the book in your hands, you can see the neat design of the cover and the quality of impression. It has lots of illustrations and reading it is like following a series of tutorials, where you see what you must do in every step.

"The way you should read it is just like you follow a tutorial: from the beginning to the end, following all the steps. That way you will soon be creating games with Blender. Of course, you can always go to Blender forums and wikis, to widen your knowledge.

"The CD contains lots of examples that are referenced in the book, and also the game "Yo Frankie!", a huge project of game based on the Blender game kit. You can copy all these games to your hard drive and alter them to learn how to do games, and create games based on them.

"The games in the CD are playable. Pay special attention to "Yo Frankie!" that was developed since 2008 by many people from the Blender community. In chapter 12, the book explains how many effects of this game are done, including things like dual-player split screen, physics, animations, and all kind of things that will show you how Blender has a real gaming engine.

"In chapter 9 the book even tells you the basics on doing network games, multiuser games with Blender and Python. This needs some code but the author of this chapter tells you how it works and what you must do, being the only part in the book that shows code.

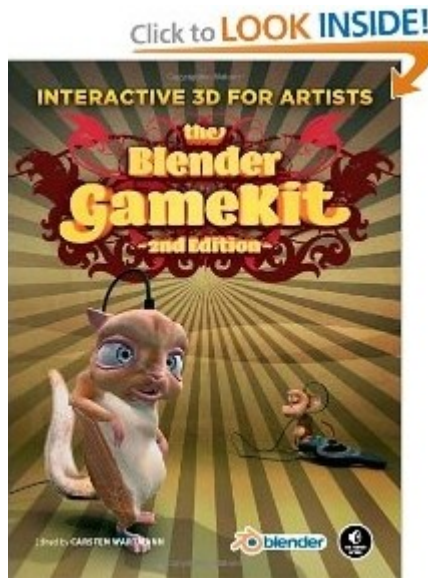
"Other interesting chapter are, for example, chapter 10, where you are told how to create bones and animate your 3D meshes, and chapter 11, where you can see that with Blender you can not only create arcade games but also intelligence games in 3D like the memory game that illustrates this chapter.

"Chapter 13 is a reference to the Blender Game Engine, containing

things like multi-texture materials, GLSL shaders, sensors for time, keyboard, mouse... This chapter is very extensive. You will appreciate it once you have mastered all the previous chapters.

" [The Blender Gamekit](#) is the book for you if you want to go beyond modeling and turn yourself or your team into game developers at no cost."

The CD contains several playable and editable Blender game demos, created by renowned artists from the Blender community; all the files needed for the tutorials; and Blender 2.48 for all platforms.



[Click here](#) for more information.

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