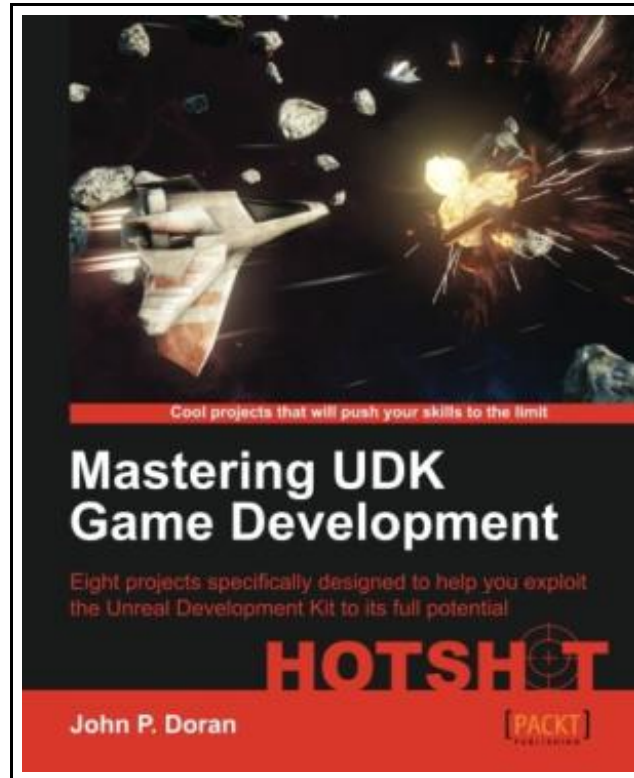# Mastering Udk Game Development Hotshot

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Reviews

The best book i actually go through. It can be full of wisdom and knowledge Once you begin to read the book, it is extremely difficult to leave it before concluding.
(Prof. Greg Herzog)

MASTERING UDK GAME DEVELOPMENT HOTSHOT

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Packt Publishing. Paperback. Book Condition: New. Paperback. 290 pages. Dimensions: 9.2in. x 7.5in. x 0.7in.Eight projects specifically designed to help you exploit the Unreal Development Kit to its full potential Overview Guides you through advanced projects that help augment your skills with UDK by practical example. Comes complete with all the art assets and additional resources that you need to create stunning content. Perfect for level designers who want to take their skills to the next level. In Detail UDK (Unreal Development Kit) is the free version of the popular and award-winning Unreal Engine 3. A truly powerful tool for game development, there has never been a better time to use it for both commercial and independent projects. By learning about advanced functionality via engaging practical examples, you too can take your game to the next level and stand out from the crowd. Learn about advanced aspects of UDK game development, ranging from the creation of a 2D-style platformer to building your very own Western-RPG style inventory system using Scaleform. Youll discover how you can exploit UDK to the fullest extent, making it possible to create a series of exciting projects all within the UDK Editor. By using this book, you will be able to create a 2D-style platformer, a spaceship rail-shooter, as well your very own custom HUD. We then move on to more advanced projects, like the creation of an inventory system for a Western-RPG, complete with dynamic objects that can be dropped anywhere in the game world. On top of all of this, youll also learn how to quickly and efficiently create modular environments within UDK itself. What you will learn from this book Create a side scrolling platformer game with collectables and power-ups. Build a third-person rail-shooter making use of prefabs, particle systems, skyboxes, and more....

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