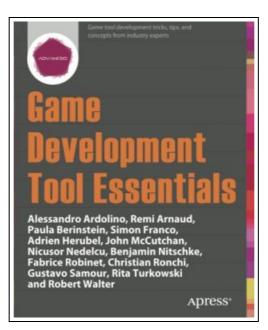
# **Game Development Tool Essentials**



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#### Reviews

The book is great and fantastic. It is writter in straightforward words and phrases rather than difficult to understand. You wont really feel monotony at at any time of your respective time (that's what catalogues are for regarding should you question me). **(Payton Miller)** 

#### GAME DEVELOPMENT TOOL ESSENTIALS



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Apress. Paperback. Condition: New. 220 pages. Dimensions: 9.2in. x 7.5in. x 0.5in.Game Development Tool Essentialsprovides must-have tips and tricks from industry professionals for strengthening and streamlining your game tools pipeline. Everyone knows the game tools pipeline is important, but in the current environment of shrinking budgets and increased time pressure, developers often have to settle for inefficient, ad hoc, messy pipelines. This unique book will break you out of that cycle. The practical, expert insights contained within will enable you to work faster and more efficiently, so you can spend more time making cool things. Game Development Tool Essentialspools the knowledge and experience of working developers over four critical aspects of the game tools pipeline: asset and data management, geometry and models, Web tools, and programming. Within those sections, you will learn cutting-edge techniques on essential subjects such as COLLADA rendering, exporting and workflow; asset management and compiler architecture; and moving tools to the cloud. If youre a game developer, you needGame Development Tool Essentials. Covers readily available tools and tools developers can build themselves. Presents 96 code samples, 81 illustrations, and end-of-chapter references. Special chapter on moving tools to the cloud. What youll learn Set up and code a plug-in-based asset compiler that can help convert a variety of asset types. Create a complex polygon pattern (Voronoi diagram) using MAXScript. Learn how to use the Khronos COLLADA CTS to build a rock solid 3D content pipeline. Discover powerful tricks for using OS X Scene Kit to render COLLADA assets. Build full-featured online game development tools easily with Django. Move companion tools out of the game engine and into Web applications. Who this book is for Game Development Tool Essentials for working and prospective game developers. It will help software engineers, systems programmers, graphics architects, technical artists, 3D artists, software...

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