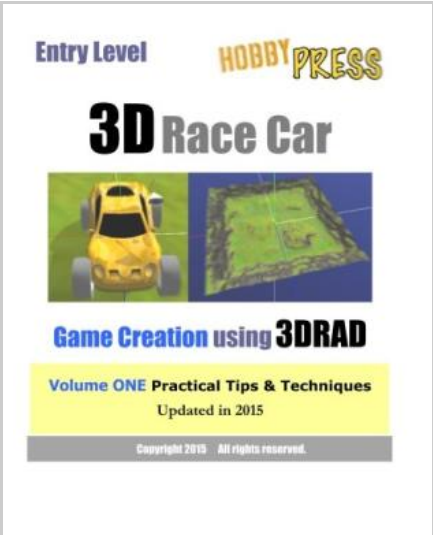

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Entry Level 3D Race Car Game Creation Using 3D Rad: Volume One Practical Tips Techniques (Paperback)

By Hobbypress

Createspace, United States, 2010. Paperback. Book Condition: New. 254 x 203 mm. Language: English . Brand New Book ***** Print on Demand *****.* This book is updated in April 2015 * The 3DRAD software had revolutionized the world of Windows based 3D game creation, by providing easy drag-and-drop kind of interface for producing complex game logic, with the additional capability of importing custom textures and models, writing complex scripts, and producing network/internet based games. This is not a step-by-step tutorial. This is also not a guide book kind of overview material. We place our focus on the practical side of 3D game creation - practical tips and techniques one will definitely need when starting out a 3D race car game project. We also tell exactly what can and cannot be done with 3DRAD, and the kind of performance drawback that can be foreseen when the platform is not fed with the right inputs. So, are you ready for the challenge?.

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