Real-Time Interactive 3D Games: Creating 3D Games in Macromedia Director 8.5 Shockwave Studio

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Real-Time Interactive 3D Games: Creating 3D Game in Macromedia Director 8.5/Shockwave Studio will teach developers how to create attention-grabbing real-time 3D games with Director 8.5/Shockwave Studio. The book is broken up into three parts: The first part demonstrates good character and environment design for interactive games. The second part presents a substantial set of tutorials on the use of 3D Lingo to program games. The final part teaches developers how to build strategy and surprise into their games to give the player the best experience possible. This structure mirrors the best game development practices and gives readers the skills to go out and develop games on their own. Along the way, Partridge shares some of his own experiences in game development.

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