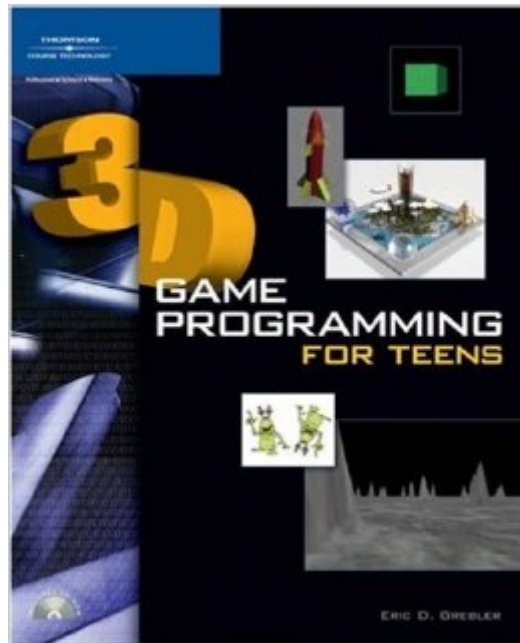# 3D Game Programming For Teens

Synopsis

"3D Game Programming for Teens" is a comprehensive, step-by-step introduction to 3D game programming for both teenagers and non-programmers. Organized into three parts, the book begins with an introduction to the game development industry, the game development process, and game engines including WildTangent. Part two covers JavaScript and Web programming and illustrates multiple concepts including variables, loops, and arrays. The final part of the book brings all of the concepts learned together, as the reader incrementally builds a 3D game as each skill is introduced. "3D Game Programming for Teens" assumes no prior programming experience and focuses on teaching the basic skills needed to build a simple 3D game. Once the reader has mastered those basics they can apply them to more complex game engines and game building. Helpful definitions, examples, sample code, and a hands-on tutorial approach make the book a simple yet complete introduction to 3D game programming.

Book Information

Series: For Teens

Paperback: 440 pages

Publisher: Cengage Learning PTR; 1 edition (May 18, 2006)

Language: English

ISBN-10: 159200900X

ISBN-13: 978-1592009008

Product Dimensions: 9.2 x 7.7 x 1.1 inches

Shipping Weight: 2 pounds

Average Customer Review: 3.9 out of 5 stars See all reviews (8 customer reviews)

Best Sellers Rank: #2,905,305 in Books (See Top 100 in Books)   #29 in Books > Teens > Education & Reference > Science & Technology > Computers > Programming   #43 in Books > Teens > Hobbies & Games > Games & Activities > Computer & Video Games   #547 in Books > Computers & Technology > Graphics & Design > Electronic Documents

Customer Reviews

Don't let the run down of this book fool you. Despite what the read-up states, this book appears to concentrate on coding in Blitz3D - a fantastic 2D and 3D program, capable of producing excellent results very quickly.This book appears to cover all the basics required to get you up and running and creating your very own 3D games using the tools available on the included CD (demo versions of Blitz3D, 3ds Max8 and CorelDRAW). Following the easy to read prose, you will discover how to

create a real 3D game from the foundations up, including game design, graphics, sound, modelling and gameplay techniques, hints and tips.Whilst this book is about programming computer games, it also deals with the history of gaming - although this limited to videogame consoles and ignores home computers completely - something which I find very odd, seeing as home computers such as the ZX Spectrum, C64, Amstrad CPC, Commodore Amiga and Atari ST and even PCs etc. allow(ed) people to actually create their own games at home - something no consoles ever did.However, the information contained within the first sections are accurate, up-to-date, but very brief. The author does rightly state that to cover gaming achievements and machines etc. would take a book in itself, but still omitting home computers is strange in a book based on programming.The book is easy to read, and is squarely aimed at beginners to programming 3D games - whether a teenager or not.Whilst this book shows you how to code a game in Blitz3D, it does not attempt to actually teach 3D programming, rather it just uses the 3D commands etc. within Blitz3D - you will not be able to create your very own FPS or other 3D game in a different programming lanaguage.

The intended audience for this book is someone with an interest in Video Game programming with possibly a bit of previous programming experience in any language.I would imagine that the series title "for teens" is a marketers idea of a synonym for "for dummies" or such. In any case the book does deliver in that the style is light, the learning curve very reasonable, and a substantial amount of material is covered. The author does a very good job of isolating the concept being discussed at each point in the text and in the related code examle presented.On the downside, there are a small number of problems with the example code (about 5), and I also thought that the start of each example project that started in the middle of a chapter could have been hilited better. These points are a little picky so I only dinged it one star.While the author could have gone into more depth topics, there is really nothing that could have been cut from the book without harm so more depth would have meant a larger and most likely costlier book. As it is, the book provides a solid enough foundation for an interested reader to extend the concepts to more complex projects.While C++ or C# might be a great destination for someone with aspirations of being a professional game programmer, the learning curve on those languages is far steeper than the Blitz Basic used here, and the game design concepts one would aquire using this framework will come much faster and be quite transferrable.For someone at the level of "a little bit of programming experience or ready for a small challenge", this is a fine selection.

3D Game Programming for Teens (For Teens (Course Technology)) Game Programming for Teens (Premier Press Game Development) Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) Game Programming Gems (Game Programming Gems (W/CD)) AI Game Programming Wisdom 3 (AI Game Programming Wisdom (W/CD)) Java: The Simple Guide to Learn Java Programming In No Time (Programming,Database, Java for dummies, coding books, java programming) (HTML,Javascript,Programming,Developers,Coding,CSS,PHP) (Volume 2) Game Art for Teens (Game Development Series) Visual C# Game Programming for Teens 3D Game Programming for Teens Dressing & Cooking Wild Game: From Field to Table: Big Game, Small Game, Upland Birds & Waterfowl (The Complete Hunter) Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books) Video Game Addiction: The Cure to The Game Addiction (Addiction Recovery, Addictions, Video Game Addiction, Online Gaming Addiction) Called to Be: Devotions by Teens for Teens Smart but Scattered Teens: The "Executive Skills" Program for Helping Teens Reach Their Potential How to Talk So Teens Will Listen and Listen So Teens Will Talk Don't Let Your Emotions Run Your Life for Teens: Dialectical Behavior Therapy Skills for Helping You Manage Mood Swings, Control Angry Outbursts, and ... with Others (Instant Help Book for Teens) The Executive Functioning Workbook for Teens: Help for Unprepared, Late, and Scattered Teens The Power to Prevent Suicide: A Guide for Teens Helping Teens Weight Loss Confidential Journal: Week-by-Week Success Strategies for Teens from Teens Visions of Me: A Journal for Teens Who Witnessed Domestic Violence (Journals for Teens)