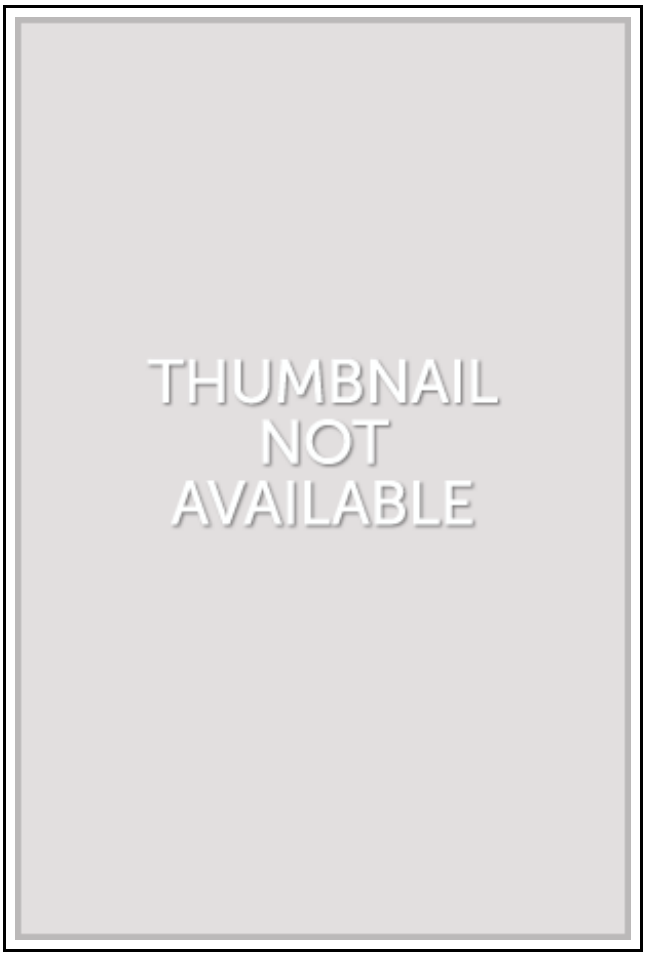
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Createspace, United States, 2010. Paperback. Book Condition: New. 254 x 203 mm. Language: English . Brand New Book ***** Print on Demand *****.* we update this book in Apr 2015 * The Reality Factory (RF) software had revolutionized the world of Windows based 3D game creation, by providing easy drag-and-drop kind of interface for producing complex game logic and physics, with the additional capability of importing custom textures and models, writing scripts, and producing special effects using modern 3D chipset features. 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 game creation - practical tips and techniques one will definitely need when starting out a 3D game project. We also tell exactly what can and cannot be done with RF, 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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