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Google SketchUp for Game Design

Create 3D game worlds complete with textures, levels, and props

Beginner's Guide

Robin de Jongh

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Google Sketchup For Game Design Beginner S Guide

Jongh Robin De

Scott Rogers



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Sams Teach Yourself Google SketchUp 8 in 10 Minutes Steven Holzner, 2011

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human characters and using the camera as a character Shares helpful insight on the business of design and how to create design documents So put your game face on and start creating memorable creative and unique video games with this book

Game Design Jim Thompson, Barnaby Berbank-Green, Nic Cusworth, 2007-03-09 Practical complete coverage of game design basics from design process to production This full color structured coursebook offers complete coverage of game design basics focusing on design rather than computer programming Packed with exercises assignments and step by step instructions it starts with an overview of design theory then progresses to design processes and concludes with coverage of design production Jim Thompson Barnaby Berbank Green and Nic Cusworth London UK are computer game designers and lecturers in animation and computer game design

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