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~~— 3D Environment~~

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Create Stylized 3D Environments for Games

~~Creating Large
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of 3D and 2D*

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Vue. The current
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generators, Vue

d'Esprit, is
published in

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software... 2.

Terragen.

Another

application that

has existed for

ages, Terragen

appeared in the

late 90s,

version 2.0 in

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April 2009... 3.

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Polygons look
pointy, but
they're
harmless. One of
the most
important
aspects of

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creating a 3D environment is having strict restrictions on texture sizes, polygon limits, draw calls, and tons of other technical garble we're not going to discuss in this tutorial. So, before we move forward,

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take a deep
breath (and take
those worries
off your mind).

Designing 3D Environments: Lights, Camera, Polygons? Action!

How to create
detailed 3D
environments 01.
References. When

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starting a
project gather
as many
references as
possible. You'll
come back to
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time so... 02.
Layout and
composition. I
start creating
my environment
illustration by
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basic polygon
shapes in my...
03. The
modelling ...

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Requirements.

You must be

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familiar with
video game
environments and
have an interest
in building your
own beautiful...
Description.

This Environment
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introduction to
the latest
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environments in
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start by
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Blender and

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creating some
simple objects.
I will introduce
you to the
Blender
interface and
show you the
most commonly
used hotkeys in
this course.
Then we will
create a fence
and apply a
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Fortunately,
there are some
tricks that can

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be used to achieve the 3D effect in a relatively easy way. One of these tricks is called raycasting.

Raycasting works by sending out a ray from the camera for each vertical bar on the screen and

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figuring out
where that ray
collides with a
solid object.

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In this
presentation,

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Seth Thompson shares many of the fundamental skills and insider tips he has learned during his professional career that can improve the speed of creation and the quality of 3D environments. He

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covers methods
for controlling
the viewer's eye
with strong
composition,
creating
believability,
reference,
modeling,
sculpting,
lighting, UVW
mapping and how
to quickly
texture a scene

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and camera-
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materials.

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environment
models from
drone images ...**

When the Build

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Map window pops up, click the Build button to initiate the process of constructing the VR environment. Once the process is completed, the SteamVR preview window in the Step 8 picture should change and the

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Environment should
change to show a
part of the 3D
view of the
built
environment.

Creating a Steam VR Environment | Scholars' Lab

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growing grass,
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assets. In this
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Blender for
constructing an
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interior scene,
ready to use
inside a game
engine like

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Unity. To
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we'll start by
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polygonal
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placing them in
a scene. You'll
export and

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will work with
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introduces the
power of Blender
3D when creating

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a low poly game environment. The book starts by discussing the basics of game terminology, such as knowing the difference between low poly and high poly assets and the types of game you're likely to work on. You'll

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also take a
brief look at
Blender's

background and
installation.

The following
chapters talk
about the

process for
creating a
simple game
environment.

This is
discussed in

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Environment
detail along
with a sample
project. These
chapters discuss
the common tools
for starting a
game environment
and the methods
for enhancing
your game
environment,
such as color
fundamentals.
The final

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chapter shows
how you can
export the game
assets you
created in
Blender, how you
can import game
assets in
Blender, and how
to evaluate the
different game
engines
available. This
book shows you

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future of the

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another in order
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the environment
as a composite
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of multiple
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interacting
Shows how to

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integrate 3D
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workflows, as
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both design

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environments

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can incorporate
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Engine 4 Game
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the most out of
this book. Some
previous
experience with
Blender would be
helpful but not
essential What
You Will Learn
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functioning game
level of your
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Import assets
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Engine 4 now has
support for
Blender, which
was not
available in
earlier
versions. This
has opened up
new
possibilities
and that is
where this book

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comes in. This is the first book in the market combining these two powerful game and graphic engines. Readers will build an amazing high-level game environment with UE4 and will show them how to

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use the power of
Blender 3D to
create stunning
animations and
3D effects for
their game. This
book will start
with creating
levels, 3D
assets for the
game, game
progression,
light and
environment

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animation, and so on. Then it will teach readers to add amazing visual effects to their game by applying rendering, lighting, rigging, and compositing techniques in Blender.

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Finally, readers will learn how to smoothly transfer blender files to UE4 and animate the game assets. Each chapter will add complexities to the game environment. Style and approach This will have a

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clear, step-by-step approach to creating game assets in

Blender and then importing them to UE4 to create stunning game environments.

All asset creation techniques are explained in detail along

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with tips on how
to use them to
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environments.

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to design a game
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scratch.

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character from

the author's
personal game

project "Dead

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assets for the
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captivating 3D
imagery, real-
world

observation, and
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and tricks all
in one place -
this book is an
invaluable
resource for any
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working to
create games for
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Photoshop CC is truly amazing, but it can also be overwhelming if you're just getting started. This book makes learning Photoshop as easy as possible by explaining

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photos. Master
color. Drain,

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change, and add color; create gorgeous black-and-whites, partial-color effects, and duotones. Be artistic. Create illustrations, paintings, and pro-level text; use filters effectively, edit video, and

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Environment
create 3D art.

Book Blender
Share your work.

Produce great-
looking images
for print,
presentations,
and the Web.

Work smarter and
faster. Automate
common chores
and install plug-
ins for complex
tasks.

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The heart of any system that simulates the physical interaction between objects is collision detection—the ability to detect when two objects have come into contact. This system is also

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one of the most
difficult
aspects of a
physical
simulation to
implement
correctly, and
invariably it is
the main
consumer of CPU
cycles.

Practitioners,
new to the field
or otherwise,

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Environment discover
that the attempt
to build a fast,
accurate, and
robust collision
detection system
takes them down
a long path
fraught with
perils and
pitfalls unlike
most they have
ever
encountered.

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Without in-depth
knowledge and
understanding of
the issues
associated with
engineering a
collision
detection
system, the end
of that path is
an abyss that
has swallowed
many a good
programmer! Gino

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van den Bergen's
new book is the
story of his
successful
journey down
that path. The
outcome is his
well-known
collision
detection
system, the
Software Library
for Interference
Detection

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(SOLID). Along the way, he covers the topics of vector algebra and geometry, the various geometric primitives of interest in a collision system, the powerful method of separating

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Environment

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axes for the
purposes of
intersection

testing, and the
equally powerful
Gilbert-Johnson-
Keerthi (GJK)
algorithm for
computing the
distance between
convex objects.

But this book
provides much
more than a good

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compendium of
the ideas that
go into building
a collision
system. The
curse of
practical
computational
geometry is
floating-point
arithmetic.

Algorithms with
straightforward
implementations

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when using exact
arithmetic can
have

catastrophic
failures in a
floating-point
system.

Specifically,
intersection and
distance
algorithms
implemented in a
floating-point
system tend to

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Environment
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fail exactly in
the most
important case
in a collision
system—when two
objects are just
touching. Great
care must be
taken to
properly handle
floating-point
round off
errors. Gino's
ultimate

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Environment
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accomplishment
in this book is
his presentation
on how to
correctly
implement the
GJK distance
algorithm in the
presence of
single-precision
floating-point
arithmetic. And
what better way
to illustrate

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this than with a case study, the final chapter on the design and implementation of SOLID. About the CD-ROM The companion CD-ROM includes the full C++ source code of SOLID 3.5 as well as API documentation in

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HTML and PDF

formats. Both
single (32bit)

and double
(64bit)

precision

versions of the
SOLID SDK plus
example programs
can be compiled
for Linux

platforms using
GNU g++ version
2.95 to 3.3 and

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Environment

for Win32
platforms using
Microsoft Visual
C++ version 6.0
to 7.1. Use of
the SOLID source
code is governed
by the terms of
either the GNU
GPL or the
Trolltech QPL
(see CD-ROM
documentation
for details).

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About the Author
Gino van den
Bergen is a game
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He is the
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and holds a
Ph.D. in
computing
science from
Eindhoven
University of

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Technology. Gino
implemented
collision
detection and
physics in NaN
Technologies'
Blender, a
creation suite
for interactive
3D content.

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