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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

[PACKT]
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Google Sketchup For Game Design Beginners Guide

Robin De Jongh



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Sams Teach Yourself Google SketchUp 8 in 10 Minutes Steven Holzner,2011 **Level Up!** Scott Rogers,2010-09-29 Design and build cutting edge video games with help from video game expert Scott Rogers If you want to design and build cutting edge video games but aren t sure where to start then this is the book for you Written by leading video game expert Scott Rogers who has designed the hits Pac Man World Maxim vs Army of Zin and SpongeBob Squarepants this book is full of

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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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