



Community Experience Distilled

Learning ShiVa3D Game Development

Get a grip on ShiVa3D mobile game development
with this step-by-step, hands-on tutorial

Wade Tracy

[PACKT]
PUBLISHING

Learning Shiva3d Game Development Tracy Wade

Tom Miller



Learning Shiva3d Game Development Tracy Wade:

Learning ShiVa3D Game Development Wade Tracy, 2012 This book is a step by step hands on introduction to the basics of mobile game development with the ShiVa3D game engine This book assumes no prior mobile game development or ShiVa3D experience and is therefore suited to the absolute beginner looking to learn about both Although previous programming experience will be beneficial it is not necessary Because game development platforms are so diverse this book will also serve as a quick introduction for seasoned game developers that are looking to take advantage of the power of ShiVa3D In either case the book also introduces the reader to resources for further learning **Lua Quick Start Guide**

Gabor Szauer, 2018-07-27 The easiest way to learn Lua programming Key Features The easiest way to learn Lua coding Use the Lua standard libraries and debug Lua code Embed Lua as a scripting language using the Lua C API Book Description Lua is a small powerful and extendable scripting programming language that can be used for learning to program and writing games and applications or as an embedded scripting language There are many popular commercial projects that allow you to modify or extend them through Lua scripting and this book will get you ready for that This book is the easiest way to learn Lua It introduces you to the basics of Lua and helps you to understand the problems it solves You will work with the basic language features the libraries Lua provides and powerful topics such as object oriented programming Every aspect of programming in Lua variables data types functions tables arrays and objects is covered in sufficient detail for you to get started You will also find out about Lua s module system and how to interface with the operating system After reading this book you will be ready to use Lua as a programming language to write code that can interface with the operating system automate tasks make playable games and much more This book is a solid starting point for those who want to learn Lua in order to move onto other technologies such as Love2D or Roblox A quick start guide is a focused shorter title that provides a faster paced introduction to a technology It is designed for people who don t need all the details at this point in their learning curve This presentation has been streamlined to concentrate on the things you really need to know What you will learn Understand the basics of programming the Lua language Understand how to use tables the data structure that makes Lua so powerful Understand object oriented programming in Lua using metatables Understand standard LUA libraries for math file io and more Manipulate string data using Lua Understand how to debug Lua applications quickly and efficiently Understand how to embed Lua into applications with the Lua C API Who this book is for This book is for developers who want to get up and running with Lua This book is ideal for programmers who want to learn to embed Lua in their own applications as well as for beginner programmers who have never coded before **Torque 3D Game Development Cookbook** David

Wyand, 2013-01-01 Cookbook packed with recipes to help you create amazing 3D games with Torque The recipes provide clear step by step instruction and practical examples to advance your understanding of Torque 3D and all of its subsystems The book is written for professional and indie game developers that have basic knowledge of TorqueScript are acquainted

with Torque 3D's built-in tools and wish to take their skills to the next level Having gone through the comprehensive Torque 3D 1.2 FPS game tutorial on the GarageGames website or its equivalent is assumed **Beginning 3D Game**

Programming Tom Miller, 2004 There are many programming hobbyists who write 2D games but there are far fewer that grasp the concepts of 3D programming This book will provide a practical example-driven approach to learning the unique art of 3D Game Development that even the beginner can grasp *3D Game Programming All in One* Kenneth C. Finney, 2004 Provides instructions on creating a 3D game covering such topics as adding texture modeling with MilkShape creating player and vehicle modules and programming sound Learning Cocos2d-x Game Development Siddharth Shekar, 2014-09-23 If you are a hobbyist novice game developer or programmer who wants to learn about developing games/apps using Cocos2d-x this book is ideal for you

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