Chapter 1: Setting Up Your Development Environment
Chapter 2: An Extra Dimension
Chapter 3: Working toward a Prototype

- Desktop Launcher
- Android Launcher

Core

Main Menu Screen

Leaderboards Screen

Game Screen

Game UI

World
1) 1000
2) 800
3) 500
4) 300
5) 100
Chapter 4: Preparing Visuals

Download Blender 2.75a
Blender 2.75a is the latest stable release from the Blender Foundation.
To download it, please select your platform and location. Blender is Free & Open Source Software.
Blender 2.75a was released on July 8, 2015.
Read about the new features and fixes in the Blender 2.75 Features page.

Blender 2.75a for Windows
Compatible with Windows 10 | 8 | 7 | Vista

- Installer (.msi)
- ZIP

Windows XP is not in (active) support anymore.
If Blender reports an error on startup, please install the Visual C++ 2013 Redistributable Package. Click here.

Blender 2.75a for Mac OSX
Requires Mac OS X 10.6+
Display modifier in viewport

Python: MirrorModifier.show_viewport
bpy.data.objects["Cube"].modifiers["Mirror"].show_viewport
View and edit images and UV Maps
Diffuse Color.003
Type: Image or Movie

Preview

Texture Material Both
Show Alpha

Colors

Image

Color
Source: Single Image

Image: size 1024 x 1024, RGBA byte
Viewport Shading
- Rendered
- Material
- Texture
- Solid
- Wireframe

Display the object as wire edges
Chapter 5: Starting to Look Like an Actual Game
Microsoft Windows [Version 6.1.7601]
Copyright © 2009 Microsoft Corporation. All rights reserved.
C:\Users\suniths\d:
D:\>cd FXCONV
'fxconv' is not recognized as an internal or external command, operable program or batch file.
D:\>cd FXCONV
D:\FXCONV\fxconv-win32.exe -f -o G3DJ JunkModel.FBX
INFO: FBX to G3Dx converter, version 0.01.0071 x32 , FBXSDK 2015.01
STATUS: Loading source file
STATUS: [GunMesh] Triangulating FbxMesh geometry
STATUS: Converting source file
STATUS: Closing source file
STATUS: Exporting to G3Dx file: JunkModel.g3dj
STATUS: Closing exported file
D:\FXCONV>
File

- New
- Open
- Open Recent...
- Revert
- Recover Last Session
- Recover Auto Save...
- Save
- Save As...
- Save Copy...
- User Preferences...
- Save Startup File
- Load Factory Settings
- Link
- Append
- Data Previews
- Import
- Export

Export

- Collada (Default) (.dae)
- 3D Studio (.3ds)
- FBX (.fbx)
- Motion Capture (.bvh)
- Stanford (.ply)
- Wavefront (.obj)
- X3D Extensible 3D (x3d)
- Stl (.stl)

Save a Wavefront OBJ File

Python: bpy.ops.export_scene.obj()
Free animated monster model. Download 3d model 1.7Mb

This is a test model that allows compatibility testing with your 3d engine and applications before purchasing our products.

Formats included:
- .b3d (Blitz3D)
- .blend (Blender3D)
- .cts (Torque engine)
- .fbx
- .max (3dsmax 7.0)
- .mb (Maya)
- .ms3d (Milkshape3D)
- .x (DirectX)
- .x (XNA)
0-30 walk
0-120 walk
150-190 run
150-210 run
250-333 attack-01
320-400 attack-02
390-418 death-01
478-500 growl
500-550 death-02
565-650 death-03
Chapter 6: Spicing Up the Game

3D Particle Editor

A powerful tool for making 3D particle effects
Loading scores from online leaderboards...

1) Carmine: 1000
2) Deeep4: 500
3) Deeep3: 300
4) Deeep1: 200
5) Deeep2: 200
Chapter 7: Final Words

Terminal

Starting a new Gradle Daemon for this build (subsequent builds will be faster).
Configuration on demand is an incubating feature.
:core:compileJava UP-TO-DATE
:core:processResources UP-TO-DATE
:core:classes UP-TO-DATE
:core:jar UP-TO-DATE
:desktop:compileJava UP-TO-DATE
:desktop:processResources UP-TO-DATE
:desktop:classes UP-TO-DATE
:desktop:dist

BUILD SUCCESSFUL

Total time: 39.114 secs
D:\Workspaces\Deep Games\Space Gladiators>
Cross-Platform

A single API to target:

- Windows
- Linux
- Mac OS X
- Android (2.2+)
- BlackBerry
- iOS
- Java Applet (requires JVM to be installed)
- Javascript/WebGL (Chrome, Safari, Opera, Firefox, IE via Google Chrome Frame)