Game Development with Blender, 1st ed.

By Mike Pan

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GAME DEVELOPMENT WITH BLENDER shows students how to create video games using Blender, a free, open source 3d animation package. Focusing on the Blender Game Engine, the book provides coverage of all the game engine features and includes insights and tips taken from actual game creation experience so readers learn how and when to use each one. Featuring an easy-to-use layout, the Blender Game Engine allows even beginners to create simple 3d games that include animation, lighting, sound and more.

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