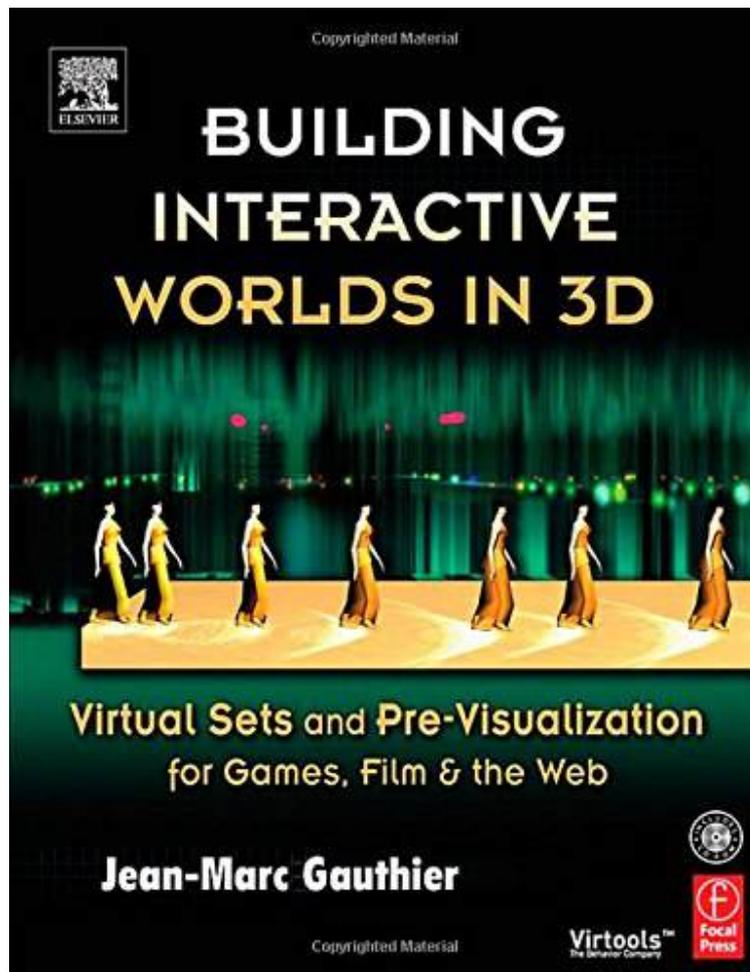


Building Interactive Worlds in 3D: Virtual Sets and Pre-visualization for Games, Film & the Web

By Jean-Marc Gauthier



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5 of 5 review helpful Not what I needed By Kraig Mentor It s nearly impossible to find Virtools books out there So I

was pleased to find this title However it has not been particularly useful There are plenty of demo files on the disc but very little discussion of what is going on What I was hoping for was detail on how building blocks were selected why they are connected the way they are how they interact In Building Interactive Worlds in 3D readers will find turnkey tutorials that detail all the steps required to build simulations and interactions utilize virtual cameras virtual actors with self determined behaviors and real time physics including gravity collision and topography With the free software demos included 3D artists and developers can learn to build a fully functioning prototype The book is dynamic enough to give both those with a programming background Coming at the process of making interactive worlds from a non gaming viewpoint proves to be a refreshing break Provided is a version of the Virtools pre visualization package which is used to set up the interaction between objects cameras and players And

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