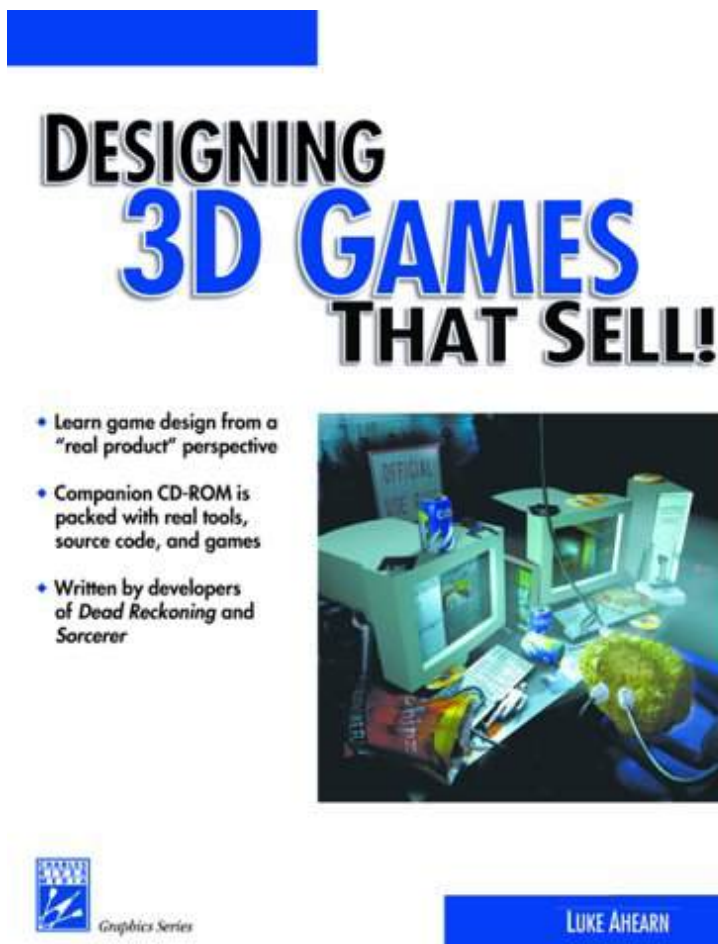


# Designing 3D Games That Sell! (Charles River Media Graphics (Software))

By Luke Ahearn



| #3466029 in Books | Charles River Media | 2001-04 | Original language: English | PDF # 1 | 1.04 x 7.42 x 9.261, | File type: PDF | 406 pages  
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4 of 4 review helpful Mixed Bag Uneven Coverage By Natraj This is a typical Charles River Media title It promises a

lot upfront starting with the title but goes only so far in delivering it In particular it reads like a glorified if incomplete manual for Genesis 3D a free no programming game development engine for developing Quake like games with a few chapters toward the end about the possibilities of a Aspiring game developers need to know how to develop a game that will really get published They need step by step instructions on how to conceptualize design and develop a saleable game and that s what they ll find here Written by the developer of Dead Reckoning and Sorcerer this book teaches developers how to approach game design from the product design viewpoint Instead of creating a game and then trying to get it published they ll learn how to look at their About the Author Ahearn is a professor of Computer Science at the Naval Postgraduate School He also is the Art Director Development Consultant on The Army Game Project

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