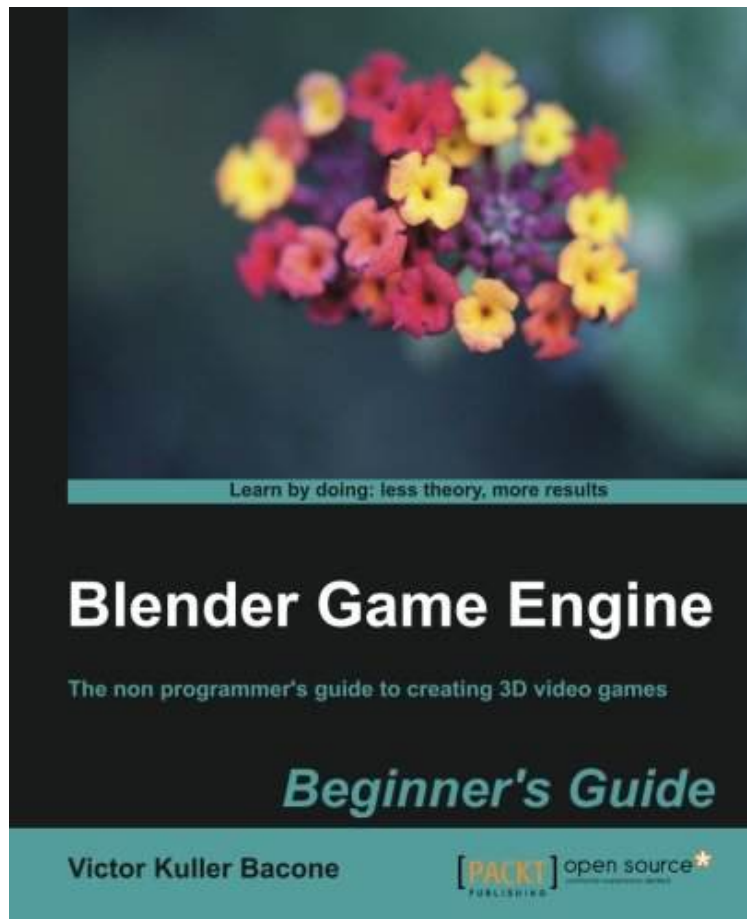


Blender Game Engine: Beginner's Guide

By Victor Kuller Bacone



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No programming or scripting required In Detail Blender Game Engine is the part of the Blender 3D editor used to create actual 3D video games It s the ideal entry level game development environment because you don t even need to learn to program About the Author Victor kuller bacone Victor Kuller Bacone is the pen name for a Blender enthusiast of six years By profession he is a video editor but the explosion of current technologies has led him to learn 3D software and he chose Blender out o

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