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UNREAL GAME DEVELOPMENT



Taylor Francis Inc, United States, 2010. Paperback. Book Condition: New. 234 x 188 mm. Language: English . Brand New Book. Using Unreal Engine 3, the authors teach aspiring game makers the fundamentals of designing a computer game. The only prerequisite is a basic working knowledge of computers and a desire to build an original game. To get the most out of the book, the authors recommend gathering up some friends and working through the book together as a team and...

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- Authored by Ashish Amresh, Alex Okita
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