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Author Robin De Jongh Nov 2011

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Google SketchUp is the ideal entry level modeling tool for game design, allowing you to take digital photographs and turn them into 3D objects for quick, fun, game creation. SketchUp for Game Design takes you through the modeling of a game level with SketchUp and Unity 3D, complete with all game art, textures and props.

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Specifically for game design, it covers how textures are to be manipulated to get them looking good and still not be a drain on computing resources. The guided exercises are all easy to follow along. In addition to Sketchup, the book introduces many free software that are to be downloaded and used for the tutorials.

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Specifically for game design, it covers how textures are to be manipulated to get them looking good and still not be a drain on computing resources. The guided exercises are all easy to follow along. In addition to Sketchup, the book introduces many free software that are to be downloaded and used for the tutorials.

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Google SketchUp for Game Design is Robin de Jongh's newest book; he also wrote SketchUp 7.1 for Architectural Visualization. It presumes that you're a SketchUp beginner, but then quickly gets on to the good stuff: Finding good resources for photo-textures; Using Meshlab to convert your models in useable 3D game assets

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Simplicity is the backbone of SketchUp and LayOut. The ease of developing a project, from the initial concept to fully documenting the construction set in LayOut, makes for a unique and rewarding process; easily communicated with clients, consultants, governing agencies and contractors.

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google sketchup for game design is exactly what the title says a beginners guide to creating navigable 3d gaming environments the specific process this book focuses on is to create models in google sketchup then bring those models into unity to create walkthrough environments the audience for this book is anyone who is interested in creating 3d walkthroughs in unity which can be

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