Director MX 2004 Games: Game Development with Director

Nik Lever

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Director MX 2004 Games: Game Development with Director Nik Lever
Nik Lever guides designers, animators and web developers through the art, animation and programming skills needed to produce games in Director for Internet, CD or DVD distribution. He moves from the introductory coverage of Lingo with explanations of how easily Director's programming language can be mastered, on to more advanced tips and tricks, including coverage of the Havok physics simulation system and 3D maths. All of this is presented in a non-technical language from the artist's viewpoint, written by a professional who makes his living designing successful games with this versatile package.

The free CD-Rom includes all the code and files you need to try out the tutorials and see exactly how each game was created. The website that accompanies the book www.niklever.net provides even more information to ensure you stay up to date with the latest technologies in this field.

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