Building Interactive Worlds in 3D: Virtual Sets and Pre-visualization for Games, Film & the Web

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In Building Interactive Worlds in 3D readers will find turnkey tutorials that detail all the steps required to build simulations and interactions, utilize virtual cameras, virtual actors (with self-determined behaviors), and real-time physics including gravity, collision, and topography. With the free software demos included, 3D artists and developers can learn to build a fully functioning prototype. The book is dynamic enough to give both those with a programming background as well as those who are just getting their feet wet challenging and engaging tutorials in virtual set design, using Virtools. Other software discussed is: Lightwave, and Maya. The book is constructed so that, depending on your project and design needs, you can read the text or interviews independently and/or use the book as reference for individual tutorials on a project-by-project basis. Each tutorial is followed by a short interview with a 3D graphics professional in order to provide insight and additional advice on particular interactive 3D techniques-from user, designer, artist, and producer perspectives.

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