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# GAME DEVELOPMENT WITH BLENDER



Cengage Learning PTR. Paperback. Book Condition: New. Paperback. 448 pages. Dimensions: 9.1in. x 7.2in. x 1.2in. Game Development with Blender is the complete guide to the Blender game engine. More than two years in the making, the book spans topics ranging from logic brick and physics to graphics, animation, scripting, and more. Each chapter covers in detail a different aspect of the Blender game engine, with tutorials, extensive documentation, and valuable advice on when to use the tools--all distilled from the...

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- Authored by Mike Pan
- Released at -



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