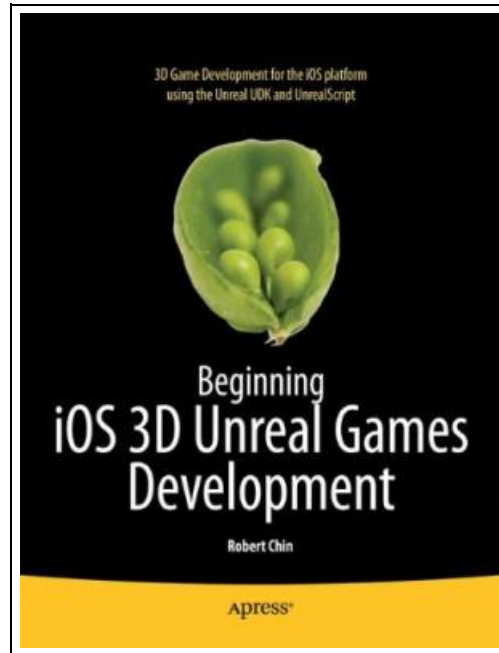# Beginning iOS 3D Unreal Games Development

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BEGINNING IOS 3D UNREAL GAMES DEVELOPMENT

Apress. Paperback. Condition: New. 400 pages. Dimensions: 9.2in. x 7.5in. x 1.0in.The Unreal UDK features Epics award-winning Unreal Engine 3, used to create bestselling games such as Infinity Blade for iOS, and popular console games like Borderlands and Bioshock. Now, you can build your own Unreal game for the iOS platform. Beginning iOS 3D Unreal Games Development covers using the Unreal UDK game creation system to create 3D games for the iOS platform, which includes the iPhone, iPod touch and iPad. Specifically, this book covers: UnrealScript programming language, going beyond the limitations of the visual Kismet scripting language The Unreal UDK code framework, basic UDK tools and other UDK items needed to build a game Various author-created game frameworks are presented and are used to illustrate the UnrealScript programming language and user input methods specific to the iOS mobile platform What youll learn What the UnrealScript programming language is and does The basic Unreal UDK base code framework What the basic Unreal tools used to make a game What the key parts of the Unreal engine such as the physics engine How to do the fundamentals of 3D games programming, including basic 3D math What are the the basic frameworks of many different types of games How to use the provided source code to build your own games using the frameworks as a reference Who this book is for Game programmers, both professional and hobbyists, interested in developing 3D games for the iOS platform using the Unreal UDK. Additionally, students using the Unreal UDK in their coursework. Finally, game designers who are not experienced programmers but are interested in learning enough about UnrealScript and the Unreal UDK to make small changes to game code created by contracted programmers (For example: changing code to increase the health of a player or...

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