Grome Terrain Modeling with Ogre3D, UDK, and Unity3D

Richard A. Hawley

Grome Terrain Modeling with Ogre3D, UDK, and Unity3D

Richard A. Hawley

Grome Terrain Modeling with Ogre3D, UDK, and Unity3D Richard A. Hawley

Create massive terrains and export them to the most popular game engines

Overview

- A comprehensive guide for terrain creation.
- Step-by-step walkthrough of Grome 3.1 and toolset.
- Export terrains to Unity3D, UDK, and Ogre3D.

In Detail

Grome is an environmental modeling package that makes the creation and editing of large terrain areas an easy task. Grome has the ability to take huge datasets suitable for MMOs and simulations and this marks it as a welcome tool in a developer's toolbox.

"Grome Terrain Modeling with Ogre3D, UDK, and Unity3D" shows you how to get to grips with this powerful terrain construction tool. This book walks you through how to create, edit, and export terrains to Unity3D, UDK, and Ogre3D.

"Grome Terrain Modeling with Ogre3D, UDK, and Unity3D" will guide you in creating new Grome terrain projects, splitting terrain into multiple zones, adding textures and ground features, and exporting your creations into a game engine.

You will be guided through the Grome toolset to create potentially massive procedurally generated fractal landscapes, adding multiple texture layers for different seasonal effects, and adding materials for performance enhancing lighting effects.

You will learn how to export your landscapes to the most common 3D engines; Unity3D (PC and mobile), UDK, and Ogre3D. It's a powerful addition to any production pipeline if your game needs terrain.

What you will learn from this book

- Start a new GROME project
- Learn the caveats and tricks of terrain scale in game engines
- Create heightmaps using procedural functions
- Use masks and layers to combine effects
- Paint textures and map them using simple rules
- Create 3D meshes of heightmaps for mobile games
- Export heightmaps and splat terrain for Unity3D
- Export heightmaps and textures for UDK
- Export Grome scenes for the Ogre3D Graphite engine

Approach

This book is a practical guide with examples and clear steps to explain terrain modeling with Grome.

Who this book is written for

If you're a developer or artist looking for a guide to walk you through GROME 3.1, then this book is for you. This book will help you from the first step to exporting a terrain as a workable art asset in a game engine.

Download and Read Free Online Grome Terrain Modeling with Ogre3D, UDK, and Unity3D Richard A. Hawley

---

From reader reviews:

Thomas Murray:

Do you have favorite book? When you have, what is your favorite's book? Book is very important thing for us to learn everything in the world. Each reserve has different aim or goal; it means that book has different type. Some people really feel enjoy to spend their the perfect time to read a book. They are reading whatever they get because their hobby is usually reading a book. Think about the person who don't like examining a book? Sometime, man feel need book once they found difficult problem or perhaps exercise. Well, probably you will need this Grome Terrain Modeling with Ogre3D, UDK, and Unity3D.

Joe Hessler:

Nowadays reading books be than want or need but also work as a life style. This reading behavior give you lot of advantages. Advantages you got of course the knowledge your information inside the book in which improve your knowledge and information. The information you get based on what kind of book you read, if you want have more knowledge just go with education books but if you want sense happy read one along with theme for entertaining for example comic or novel. The actual Grome Terrain Modeling with Ogre3D, UDK, and Unity3D is kind of guide which is giving the reader capricious experience.

Donald Davisson:

Typically the book Grome Terrain Modeling with Ogre3D, UDK, and Unity3D has a lot associated with on it. So when you check out this book you can get a lot of help. The book was authored by the very famous author. This articles author makes some research prior to write this book. This specific book very easy to read you can obtain the point easily after looking over this book.

Wanda Collins:

A number of people said that they feel fed up when they reading a guide. They are directly felt this when they get a half areas of the book. You can choose typically the book Grome Terrain Modeling with Ogre3D, UDK, and Unity3D to make your own reading is interesting. Your current skill of reading proficiency is developing when you such as reading. Try to choose straightforward book to make you enjoy to see it and mingle the opinion about book and looking at especially. It is to be initially opinion for you to like to start a book and study it. Beside that the reserve Grome Terrain Modeling with Ogre3D, UDK, and Unity3D can to be your brand new friend when you're experience alone and confuse in what must you're doing of these time.

Download and Read Online Grome Terrain Modeling with Ogre3D, UDK, and Unity3D Richard A. Hawley #R5CXWOKZTE6

Read Grome Terrain Modeling with Ogre3D, UDK, and Unity3D by Richard A. Hawley for online ebook

Grome Terrain Modeling with Ogre3D, UDK, and Unity3D by Richard A. Hawley Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Grome Terrain Modeling with Ogre3D, UDK, and Unity3D by Richard A. Hawley books to read online.

Online Grome Terrain Modeling with Ogre3D, UDK, and Unity3D by Richard A. Hawley ebook PDF download

Grome Terrain Modeling with Ogre3D, UDK, and Unity3D by Richard A. Hawley Doc

Grome Terrain Modeling with Ogre3D, UDK, and Unity3D by Richard A. Hawley Mobipocket

Grome Terrain Modeling with Ogre3D, UDK, and Unity3D by Richard A. Hawley EPub