



Start Your Engines: Developing Driving and Racing Games

By Jim Parker

[Download now](#)

[Read Online](#) 

Start Your Engines: Developing Driving and Racing Games By Jim Parker

Start Your Engines: Developing Driving and Racing Games is a unique book that will teach readers everything they need to set up different types of road conditions, create opponents, set up road hazards, generate weather conditions, manage collisions, and much more. Not only will readers end up with the knowledge and tools they need to create driving and racing games, they get a full-featured, playable racing game that they can expand and customize with the skills learned in the book. The book shows readers how to develop live-action, interactive racing games with a unique three-tiered approach. Readers will start off by learning how to build a model for a racing game and then apply the physics to create a simple 2D (flat) game while learning how to create a variety of vehicles, race opponents, and terrain. In tier two, readers learn how to go from 2D to 3D with the same game concepts illustrating how to take the same basic idea for a game (and gameplay) and use modeling tips and tricks to begin customizing features. In the final tier, the author takes the concepts of 3D driving games to Mars with data modeled from real Mars terrain. Readers will create a dune buggy race on the planet of Mars and learn to create cool racing action at a bizarre and treacherous location.

 [Download Start Your Engines: Developing Driving and Racing ...pdf](#)

 [Read Online Start Your Engines: Developing Driving and Racin ...pdf](#)

Start Your Engines: Developing Driving and Racing Games

By Jim Parker

Start Your Engines: Developing Driving and Racing Games By Jim Parker

Start Your Engines: Developing Driving and Racing Games is a unique book that will teach readers everything they need to set up different types of road conditions, create opponents, set up road hazards, generate weather conditions, manage collisions, and much more. Not only will readers end up with the knowledge and tools they need to create driving and racing games, they get a full-featured, playable racing game that they can expand and customize with the skills learned in the book. The book shows readers how to develop live-action, interactive racing games with a unique three-tiered approach. Readers will start off by learning how to build a model for a racing game and then apply the physics to create a simple 2D (flat) game while learning how to create a variety of vehicles, race opponents, and terrain. In tier two, readers learn how to go from 2D to 3D with the same game concepts illustrating how to take the same basic idea for a game (and gameplay) and use modeling tips and tricks to begin customizing features. In the final tier, the author takes the concepts of 3D driving games to Mars with data modeled from real Mars terrain. Readers will create a dune buggy race on the planet of Mars and learn to create cool racing action at a bizarre and treacherous location.

Start Your Engines: Developing Driving and Racing Games By Jim Parker Bibliography

- Sales Rank: #6258838 in Books
- Brand: Paraglyph Press
- Published on: 2005-07-11
- Released on: 2005-06-01
- Original language: English
- Number of items: 1
- Dimensions: 9.06" h x 1.11" w x 6.98" l,
- Binding: Paperback
- 600 pages



[Download Start Your Engines: Developing Driving and Racing ...pdf](#)



[Read Online Start Your Engines: Developing Driving and Racin ...pdf](#)

Download and Read Free Online Start Your Engines: Developing Driving and Racing Games By Jim Parker

Editorial Review

From the Publisher

Driving and racing games are the most popular styles of games, and this book is the first hands-on programming guide that shows how to build and customize them. In Start Your Engines: Developing Driving and Racing Games, readers will learn all of the secrets and programming techniques for developing the most popular style of computer games. The book features the graphics, physics, AI, user interface, and 3D techniques used to create driving and racing games--from road conditions to collisions. Everything is presented in a unique step-by-step, hands-on, and construction-kit approach. Readers will actually be able to create games that they can play for hours of enjoyment.

From the Author

- Features tips and techniques from leading 3D game developers to create challenging driving and racing models.
- Includes complete driving and racing game engine that is customizable.
- Features a website that includes all the code and tools needed to create custom racing games.
- Shows how to develop games that utilize varying driving conditions and challenging terrains.
- Presents a full-featured dune buggy racing game that takes place on the unique terrain of Mars, with all the physics and AI background presented in an interactive, step-by-step learning format.
- Provides a game engine and coding examples that are written in C++.
- Shows the reader how to modify the game engine and tools presented.

About the Author

Dr. Jim Parker (Alberta, Canada), an expert on driving and racing games, has been an educator, programmer, and game designer for many years. In 2000 he pioneered Canada's first curriculum to train and educate aspiring game developers at the University of Calgary, in conjunction with Radical Entertainment of Vancouver. His course in Computer Game Programming at the University of Calgary always contains a driving game as the project for the class. He is a firm believer in the democratization of game creation, and this book is but one step in that process – teaching others that they, too, can make a game that someone will want to play. Dr. Parker lives with his family on a farm near Cochrane, Alberta.

Users Review

From reader reviews:

Jennifer Frederick:

The book Start Your Engines: Developing Driving and Racing Games can give more knowledge and also the precise product information about everything you want. So just why must we leave a very important thing like a book Start Your Engines: Developing Driving and Racing Games? A number of you have a different opinion about e-book. But one aim that will book can give many data for us. It is absolutely proper. Right now, try to closer with your book. Knowledge or info that you take for that, it is possible to give for each other; it is possible to share all of these. Book Start Your Engines: Developing Driving and Racing Games has simple shape but the truth is know: it has great and big function for you. You can appearance the enormous world by start and read a guide. So it is very wonderful.

Ryan Moore:

Often the book Start Your Engines: Developing Driving and Racing Games will bring one to the new experience of reading a book. The author style to elucidate the idea is very unique. In case you try to find new book to read, this book very ideal to you. The book Start Your Engines: Developing Driving and Racing Games is much recommended to you to learn. You can also get the e-book from the official web site, so you can more readily to read the book.

Brandy Godwin:

People live in this new time of lifestyle always aim to and must have the free time or they will get great deal of stress from both everyday life and work. So , when we ask do people have extra time, we will say absolutely of course. People is human not only a robot. Then we ask again, what kind of activity are you experiencing when the spare time coming to anyone of course your answer will unlimited right. Then do you ever try this one, reading ebooks. It can be your alternative in spending your spare time, the book you have read will be Start Your Engines: Developing Driving and Racing Games.

Gene Conley:

That publication can make you to feel relax. This kind of book Start Your Engines: Developing Driving and Racing Games was bright colored and of course has pictures on there. As we know that book Start Your Engines: Developing Driving and Racing Games has many kinds or category. Start from kids until adolescents. For example Naruto or Private investigator Conan you can read and believe that you are the character on there. Therefore not at all of book are make you bored, any it offers you feel happy, fun and chill out. Try to choose the best book in your case and try to like reading in which.

Download and Read Online Start Your Engines: Developing Driving and Racing Games By Jim Parker #AFSH723TR9J

Read Start Your Engines: Developing Driving and Racing Games By Jim Parker for online ebook

Start Your Engines: Developing Driving and Racing Games By Jim Parker 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 Start Your Engines: Developing Driving and Racing Games By Jim Parker books to read online.

Online Start Your Engines: Developing Driving and Racing Games By Jim Parker ebook PDF download

Start Your Engines: Developing Driving and Racing Games By Jim Parker Doc

Start Your Engines: Developing Driving and Racing Games By Jim Parker Mobipocket

Start Your Engines: Developing Driving and Racing Games By Jim Parker EPub

AFSH723TR9J: Start Your Engines: Developing Driving and Racing Games By Jim Parker