

[PDF] Mastering Unreal Technology, Volume I: Introduction To Level Design With Unreal Engine 3

Jeff Wilson, Jason Busby, Zak Parrish - pdf download free book

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Description:

About the Author

Jason “Buzz” Busby is president and chief executive officer of 3D Buzz, Inc. For more than five years, he has taught 3D animation, programming, and game design through his website 3dbuzz.com, which has over 275,000 members. He coauthored *Mastering Unreal: The Art of Level Design* and

Mastering the Art of Production with 3ds Max 4 and has created and overseen the production of more than 1,000 hours of video training.

Zak Parrish, chief of operations at 3D Buzz, Inc., has developed hundreds of video tutorials over 3D animation and game design. He helped produce training videos that shipped with Unreal Tournament 2004: Special Edition as well as those that shipped with Unreal Tournament 3: Limited Collector's Edition. Zak also coauthored *Mastering Unreal*.

Jeff Wilson, 3D Buzz's technical consultant for the Unreal Engine, helps develop the company's Unreal Technology training videos. He has been studying the Unreal Engine for five years while creating modifications for Unreal Tournament 2003 and 2004. Wilson moderates the 3D Buzz forums.

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