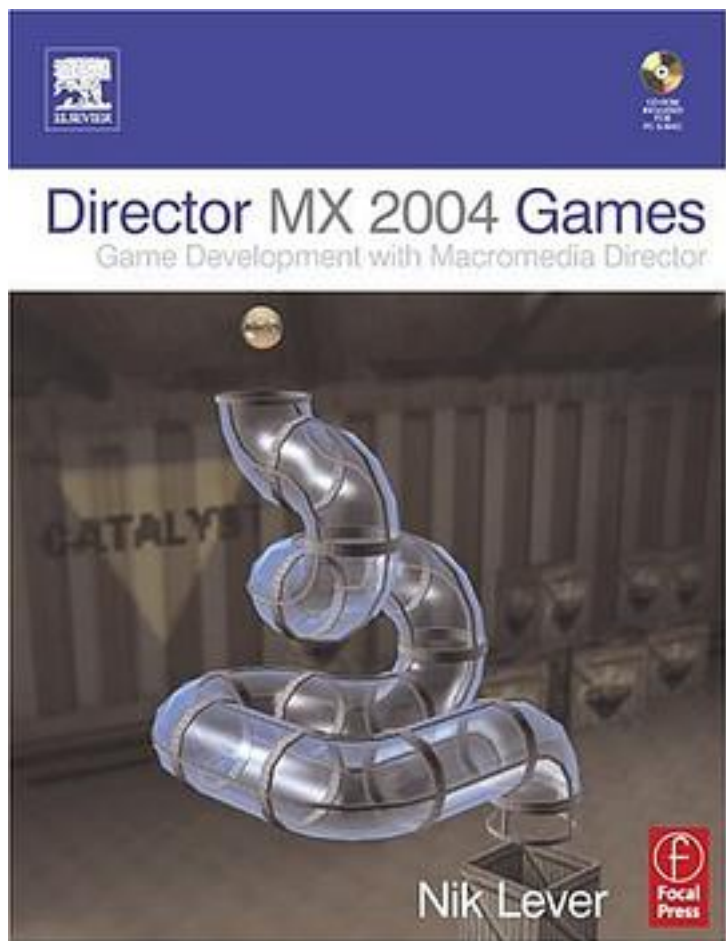


# Director MX 2004 Games



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Nik Lever guides designers, animators and web developers through the art, animation and programming skills needed to produce games in Director for Internet, CD or DVD distribution. He moves from the introductory coverage of Lingo with explanations of

how easily Director's programming language can be mastered, on to more advanced tips and tricks, including coverage of the Havok physics simulation system and 3D maths. All of this is presented in a non-technical language from the artist's viewpoint, written by a professional who makes his living designing successful games with this versatile package.

The free CD-Rom includes all the code and files you need to try out the tutorials and see exactly how each game was created. The website that accompanies the book [www.niklever.net](http://www.niklever.net) provides even more information to ensure you stay up to date with the latest technologies in this field.

- \* Benefit from the experience of a successful games designer whose Director sites regularly get 20,000+ hits per day
- \* Explained by an artist for artists so you can see how to make Lingo work for your own games development
- \* Includes valuable extra coverage of how Director integrates with Flash MX

作者介绍:

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