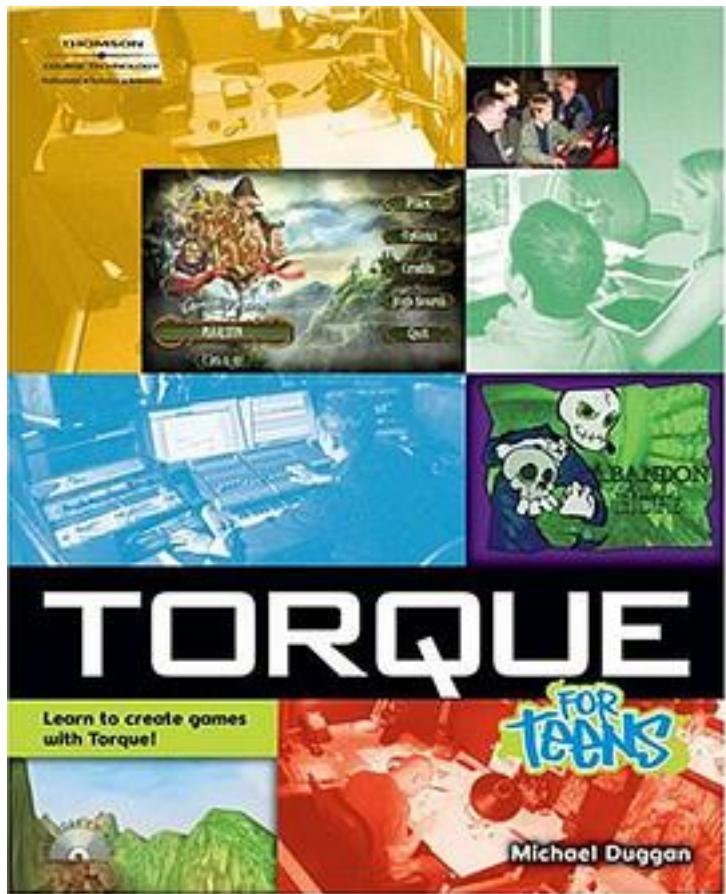


Torque for Teens



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Do you like playing video games and want to learn how to make your own games for fun so you can show off your creations to your friends? Or are you interested in becoming a designer in the game industry and need help getting started? Wherever your interest in game creation lies, "Torque for Teens" will teach you the techniques

you need to design your very own video games using the powerful 3D computer game engine, Torque. Written in simple language, each chapter begins with a basic overview of the topic being covered, followed by step-by-step instructions to help you conquer each new skill presented, and ending with a summary to reinforce what you've learned. Throughout the course of the book you will put your new skills into action with a hands-on project that ends with the creation of a first-person shooter game. Before you begin creating the game, you'll get a quick technical introduction to the Torque Game Engine, followed by a lesson on how to create a basic game outline. You'll then get started with your game, creating the terrain and buildings, and modeling and animating your player. From there you'll learn how to add an interface and menu screen and sounds and effects, and program the mission of your game. Each chapter builds upon the previous until your very own video game is complete! You'll also explore the other cool functions of Torque such as setting up a multiplayer game, how to test and fix your game, and even how to advertise and get the word out about your game online. With "Torque for Teens" you'll conquer all the tools and techniques you need to create and modify your video game creations!

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