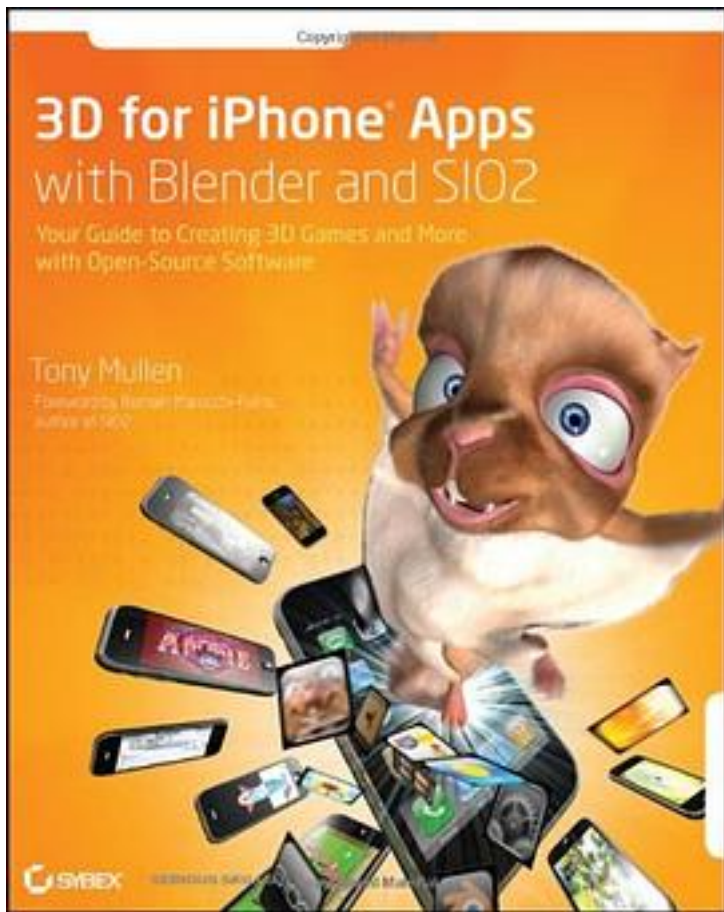


3D for iPhone Apps with Blender and SIO2



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Create exciting, interactive 3D apps for the iPhone and iPod Touch What a combination-using free, open-source Blender software and the SIO2 game engine to create very cool 3D characters and games for the very hot devices of the moment, the iPhone and iPod Touch. Whether you're coming to this as an iPhone developer or as a

Blender artist, this book is for you. Learn how to create 3D content using Blender's WYSIWYG approach, find helpful information on Xcode and other iPhone SDK topics, master physical collisions, and acquire the skills you need to bridge both worlds with fun, compelling content. Shows you what you need to know to use Blender software, the SIO2 game engine, and iPhone SDK to create interactive 3D content for the iPhone and iPod Touch Walks you through a series of tutorials that you can use as starting points for your own creations Provides enough information on the iPhone software developer kit (SDK) to get you started quickly Covers Blender's physics simulation library, Bullet, and Blender's robust collision functionality Bridge the exciting worlds of Blender and iPhone app development in an easy-to-follow pipeline with this one-of-a-kind guide.

作者介绍:

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