



The Beginner's Guide to the C4 Engine, Second Edition

James Brady, A. A. Cruz, James Huntsman, David Vasquez

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The C4 Engine is a 3D game engine that can be used to create next-generation, visually rich, real-time, interactive computer applications, and it offers one of the most comprehensive feature sets available to indie game developers. For beginners coming to this powerful engine, it can appear that creating games and other applications with the C4 Engine is a difficult challenge. The intention of this book is to show you that it's actually quite easy, when you know how. The Beginner's Guide is divided into four parts that cover a wide range of material. Part I, Getting Started, describes the basics of installing and running the C4 Engine. Part II, Designing Worlds, covers the details of using the C4 Engine's tools to create your own game worlds. Part III, Under the Hood, gets more technical and discusses common programming tasks in the C4 Engine. Finally, Part IV, The Games, provides all the steps necessary to create five different tutorial games.

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