Setting Up Gamestudio

- Download trial version from http://www.3dgamestudio.com/ download page
- Purchase cd key, then unzip cd key package from email (self installs)
- Keep account number and password for access to tutorial level download and updates from gamestudio website

Gamestudio Use

The WED tutorial and tutorial level teaches the basics such as level design, lighting, triggers, model design, and AI scripting.

When adding created scripts use the project manager to import them into gamestudio. Similarly use the object header and add sprites, models, map entities, sounds, etc.

Useful Notes:

- When building level always keep rendering setting low until necessary.
- If only changes to script between renders, it is unnecessary to rebuild the level
- For small changes depending on the change simply use Update (Entities, textures, lights)
- Save all work for a single level to a single folder for easy access through Gamestudio (Doesn't work well if you have to search through multiple folders)
- After environment design select the surrounding environment and under the project panel on the left, right click and select render->disabled to prevent accidental highlighting of environment
- When working on small features of individual map pieces, use the scope up, scope down feature
- Walk through camera useful for tracing character paths

3rd Party Programs

- Terragen (Freeware) useful for designing environments then import into model maker and create model. Afterwards import the model into the world editor to create your environment
- 3D Studio Max and Maya conversion programs available at the 3d gamestudio website.
- http://au.conitec.net/tutorials.html useful tutorial site, also has a large collection of scripts, models, environments, and textures available for download free.

Full Features of 3D Game studio

Created Basic Level

Pro's

- Very easy in gamestudio to design complex levels
- Lighting and texture control easy
- Good at importing outside objects, models, and textures
- Lots of predetermined actions already scripted in such as lifts and force fields
- Also accepts music imports
- Easy to link multiple small levels together

Con's

- As level size grows render time grows exponentially
- Hard to align doors, hallways up perfectly with each other

Creating Models and animating them

Pro's

- Very versatile, giving users full range of creative control
- Can accept premade models and animate them
- Animation easy through use of bones or frames

Con's

- Tedious to make model and extremely tedious to smooth model out [Better to use 3rd part applications such as MAYA or 3D Studio Max]
- Multiple animation frames needed for smooth animation

Scripting and Level Control

Pro's

- Individual scripts for actions easy to create in C-language

Con's

- Multiple scripts needed for game (good for organization, tough to keep track of) that interact with each other
- Scripts becoming increasingly more complex with more complex actions
- Intelligent AI difficult to program