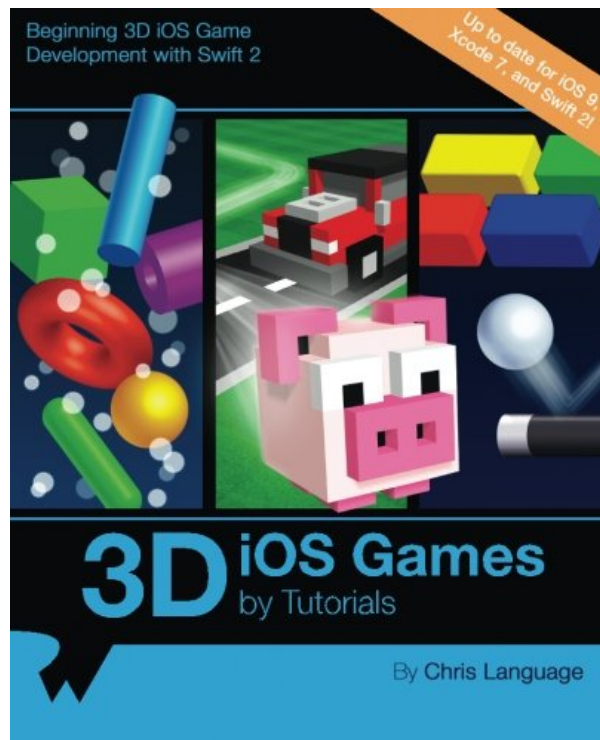
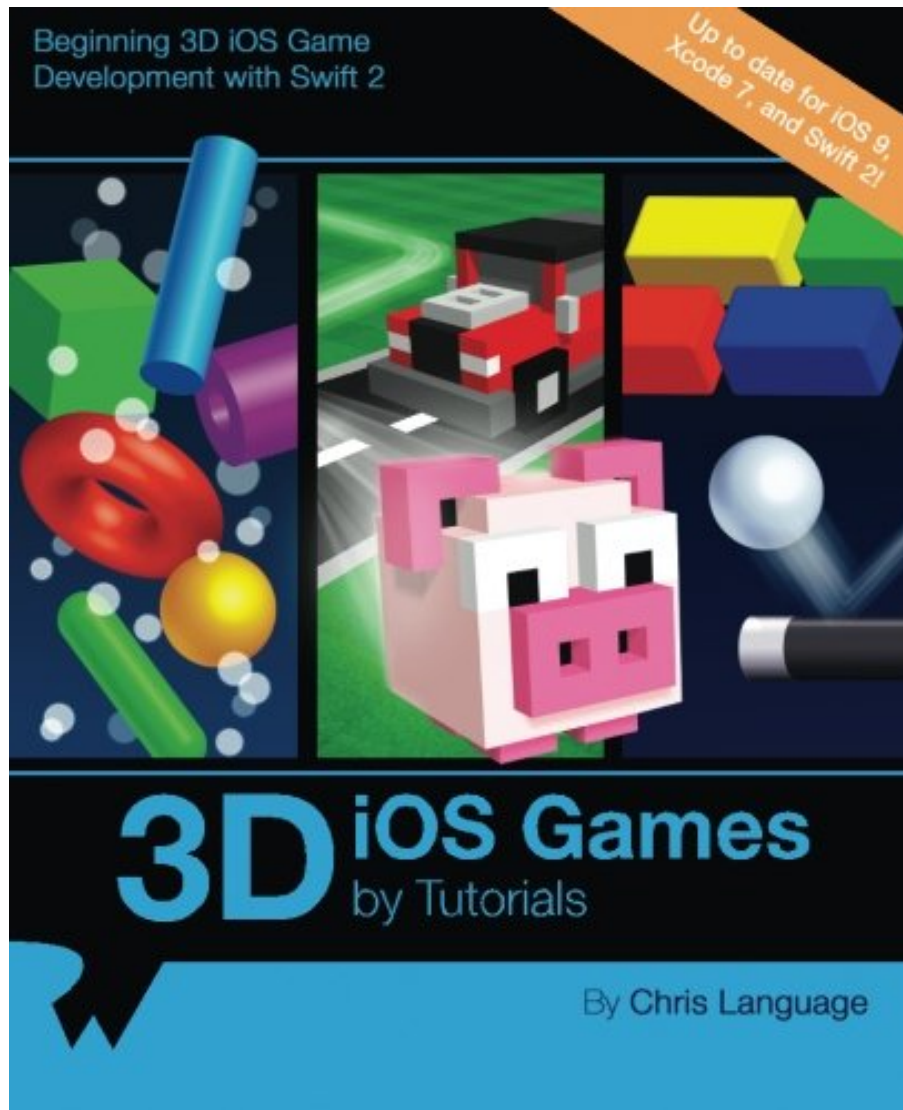


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Chris Language is a seasoned coder with 20+ years of experience. He has fond memories of his childhood and his Commodore 64; more recently he started adding more good memories of life with all his iOS devices. At day, he fights for survival in the corporate jungle of Johannesburg, South Africa. At night he fights demons, dragons and angry little potty-mouth kids online. For relaxation he codes. You can find Chris on Twitter @ChrisLanguage. Forever Coder, Artist, Musician, Gamer and Dreamer.

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By Amazon Customer

I am a developer from Shanghai, China. Thank you for your tutorial. Now about SceneKit tutorial is very little, your tutorial to eliminate my trouble, I think Scenekit is a very good engine, use it can develop a very good 3D mobile phone game. Mr.Chris Language's tutorial, the logic is clear and easy to understand, I very much admire, I hope you can for ios10, swift3 developed a better Scenekit program, write a better tutorial.

Finally,sincere thanks to Amazon.

6 of 6 people found the following review helpful.

First, try out some awesome coding, then try to lick your elbow. This book keeps it informative and entertaining!

By RainyDaze

Grab a cup of coffee or three and join the author of this delightful book for a zippy crash course on the basic skills needed to develop 3D games for iOS devices. A wide variety of information is presented in this challenging, yet approachable book. Topics include an introduction to the 3D tree, cameras, lighting, object creation, collision detection, animations, touch-based interactions, and so much more. This book has all the right stuff take your skills and creativity to the next level.

There's just enough information in each section to understand what's going on before diving straight ahead into hands-on tutorials. These directed walk-throughs are designed to give readers the skills they need to become the next generation of rock star 3D developers and it really works!

This book is ideal for developers who already have a background in programming and a familiarity with 3D software written in other languages. However, newbies beware! The book does a good job of presenting a lot of information in a friendly, entertaining manner, but it races through the basics. There is no time wasted on discussions of Swift syntax, code styling, or program design. The focus of this quick read is on 3D programming and it stays true to focus without wondering off unnecessarily into tangential or supporting topics.

Although I have a strong programming background and have programmed 3D scenes in other languages, I decided to read this new (and exciting) text from cover to cover before attempting any of the code examples. Here's what I discovered in the process:

All four games rely on an external game object, built by the author and included with the book, to function. This approach offers pros and cons. First, many fundamental parts of the game play, such as keeping track of the score or loading sounds, are not directly shown in the code. The functionality is included in the downloadable software, but is only included indirectly in the code descriptions.

This strategy allows readers to focus on the specifics of the training, but obfuscates the actual game play logic – which again may negatively impact the beginners trying to claw their way up this mountain. On a very positive note, the source code included with this book can be modified and/or used in as many games as needed without even acknowledging the book. Oh yeah! That's awesome. I love reusable code! But why not throw an acknowledgement in their way, huh? They deserve a pat on the back or wink the next time you

attempt to lick your elbow.

Organizationally, the book is pretty good. The author recognizes the need for conceptual knowledge such as lighting models, orthographic projections, and texture maps, and does a reasonable job of explaining most background concepts. On several occasions the presentation of the background concepts and the technical implementations got pretty mixed up and left me feeling a bit dizzy, but I am sure the forum can straighten thing out for any coders out there like myself.

In summary, the book could benefit from more editing, a bit of design discussion, and some extra attention to basics, but overall It's a great addition to any iOS reference library. I really enjoyed the silly comments and light-hearted language. The text took me from having no familiarity with 3D design in XCode to feeling like I could champion the next 3D mega hit in one week – and that's no small task. . Great work!

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