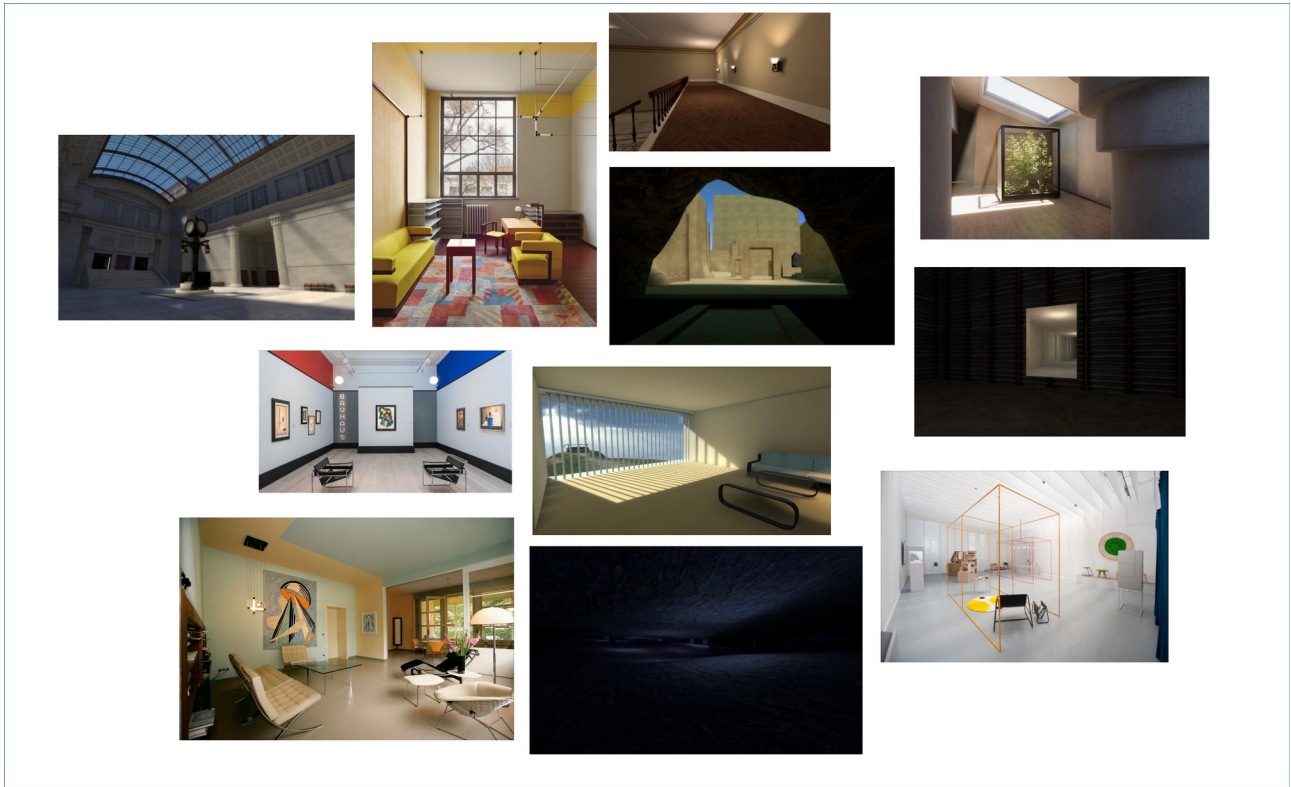


3D Game Workshop – *Tutorial*

Introduction

This workshop is about creating game worlds. During this two part workshop we'll work together to build a game for each participant. We will use web technologies



~ Part One ~

Scene Composition

2D Overlays

Object Detection

Animated Transforms

~ Part Two ~

Custom Materials

Screen Effects