Subject: 3D game maker
Posted by mewhywhy on Mon, 13 Dec 2004 20:22:48 GMT
View Forum Message <> Reply to Message

im very sorry to post this here nothing to do with renagde by other forums are even badder so maybe someone knows

Me and my mate are starting a small computer game company, hes made a couple 2d rpg type agmes and wants to expand to 3d.

anyone know any good 3d game makers, (money is no option)

Subject: 3D game maker
Posted by Jaspah on Mon, 13 Dec 2004 20:28:30 GMT
View Forum Message <> Reply to Message

How about you take the time to learn how to make 3D yourself rather than bugging someone else. :rolleyes:

It's not hard, you can make a simple map within a few days, then make tanks, characters, etc.

Subject: 3D game maker
Posted by Madtone on Mon, 13 Dec 2004 21:09:23 GMT
View Forum Message <> Reply to Message

cough excuse me.. its not hard???

You do realise what it takes to actually code a brand spanking new game. First the engine, and then the game that plugs into the engine....

Its waaaaaaaaaaay more complicated then that, unless your talking about making a mod for an existing game that is utilizing an engine already?

Subject: 3D game maker
Posted by flyingfox on Tue, 14 Dec 2004 00:18:43 GMT
View Forum Message <> Reply to Message

it isn't an engine. an engine is what makes a car go, or what powers machinery. it's code written to work with pre-code (which is the engine people keep referring to). grr. the wheels on the bus go round and round..the wheels go round thanks to the engine source powering the vehicle. vroom vroom. every game written for a computer is nothing but code.

you're, not your.

Subject: 3D game maker
Posted by loser99 on Tue, 14 Dec 2004 01:32:45 GMT
View Forum Message <> Reply to Message

There are alot of engines out there already that are free. I dont understand why you dont just make mods of existing games, you'd get better results faster and you'd be serving it to an already establish community.

Subject: 3D game maker
Posted by icedog90 on Tue, 14 Dec 2004 01:41:22 GMT
View Forum Message <> Reply to Message

flyingfoxit isn't an engine. an engine is what makes a car go, or what powers machinery. it's code written to work with pre-code (which is the engine people keep referring to). grr. the wheels on the bus go round and round..the wheels go round thanks to the engine source powering the vehicle. vroom vroom. every game written for a computer is nothing but code.

you're, not your.

No, wrong. It's a game engine. Go check for yourself.

Key words: Game Engine, not Engine or Car Engine.

Subject: 3D game maker
Posted by xptek on Tue, 14 Dec 2004 01:42:17 GMT
View Forum Message <> Reply to Message

flyingfoxit isn't an engine. an engine is what makes a car go, or what powers machinery. it's code written to work with pre-code (which is the engine people keep referring to). grr. the wheels on the bus go round and round..the wheels go round thanks to the engine source powering the vehicle. vroom vroom. every game written for a computer is nothing but code.

you're, not your.

 :rolleyes:

Subject: 3D game maker
Posted by flyingfox on Tue, 14 Dec 2004 01:50:07 GMT
View Forum Message <> Reply to Message

A game engine is not an engine, like you pointed out there's a huge difference. Plus 'game engine' is a generalised name for code in which you write more code to work on it.....so i'm still right.
engine - machinery.
game engine - code.

Subject: 3D game maker
Posted by icedog90 on Tue, 14 Dec 2004 01:52:16 GMT
View Forum Message <> Reply to Message

Try not to act like Aircraftkiller; only he can act like that.

Second, you know damn well what he's talking about, so try not to correct him.

In fact, this is coming from someone who once said this not too long ago:

flyingfoxgood work, but the very thin parts are going to look like shit on a low resolution. You can see the distortion on most of the pictures on the antennae. renegade doesn't do it right, it splits things into little segments with jagged edges.

Subject: 3D game maker
Posted by YSLMuffins on Tue, 14 Dec 2004 02:37:05 GMT
View Forum Message <> Reply to Message

Wow, :-\

Subject: 3D game maker
Posted by z310 on Tue, 14 Dec 2004 04:49:59 GMT
View Forum Message <> Reply to Message

YSLMuffinsWow, :-\

Subject: 3D game maker
Posted by Madtone on Tue, 14 Dec 2004 14:45:43 GMT
View Forum Message <> Reply to Message

flyingfoxA game engine is not an engine, like you pointed out there's a huge difference. Plus 'game engine' is a generalised name for code in which you write more code to work on it.....so i'm still right.
engine - machinery.
game engine - code.

Ok, now your being pedantic! Surely in a topic like this i wouldn't go off an talk about a car engine.

An please refrain from correcting me, if i need an english lesson i'll be sure to contact you.

Subject: 3D game maker
Posted by ADM on Tue, 14 Dec 2004 16:25:24 GMT
View Forum Message <> Reply to Message

I write games professionally and do some modeling so hopefully I can help. Basically you can mod another game, which limits you drastically or write your own. Either way you're more then likely going to need to code with the source or with some tools that allow this.

There are many engines involved, and believe it or not most new games have 4 or so different engines (sound, visual, etc); that are again based off other libraries and engine structures. The main source code brings all these 'bits' together and allows for advanced parameters and protocols to be made. Thus writing a game from scratch is a very daunting process. Each part of the code needs to be able to communicate seamlessly with one another in order to run smoothly. For a 3D game you will need to utilize the graphical library to be able to utilize the models data successfully (OpenGL, DirectX, etc), and you'll need to have other libraries that can support the rendering facilities if you don't choose to use OpenGL and DirectX.

You can skip some obstacles with such things as collision (which will require X,Y,Z compatiable algorithms) and extensive global variables with hard coding this into the finally executable - but really its much better to separate these into libraries as well.

Sorry if that made no sense, but I'm no good at explaining.

Subject: 3D game maker
Posted by _Robo_ on Tue, 14 Dec 2004 22:40:31 GMT
View Forum Message <> Reply to Message

... FUK YOU

Subject: 3D game maker
Posted by WNxCABAL on Tue, 14 Dec 2004 22:58:23 GMT
View Forum Message <> Reply to Message

Robo... FUK YOU

o_0

Subject: 3D game maker
Posted by Dave Mason on Tue, 14 Dec 2004 23:12:50 GMT
View Forum Message <> Reply to Message

Robo... FUK YOU

Hmmm, origional, funny AND witty, wow you're really suprising me here!

end of sarcasm

Subject: 3D game maker
Posted by z310 on Tue, 14 Dec 2004 23:24:12 GMT
View Forum Message <> Reply to Message

MadtoneflyingfoxA game engine is not an engine, like you pointed out there's a huge difference.
Plus 'game engine' is a generalised name for code in which you write more code to work on
it.....so i'm still right.
engine - machinery.
game engine - code.

Ok, now your being pedantic! Surely in a topic like this i wouldn't go off an talk about a car engine.

An please refrain from correcting me, if i need an english lesson i'll be sure to contact you.

Please don't, he probaly doesn't know what pedantic means...

Oh and Flyingfox:

Remember it's generalized, not generalised.

Subject: 3D game maker
Posted by Ultron10 on Wed, 15 Dec 2004 00:36:33 GMT
View Forum Message <> Reply to Message

'Generalised' is a British variant of the word.

Subject: 3D game maker
Posted by Sir Phoenixx on Wed, 15 Dec 2004 02:39:54 GMT
View Forum Message <> Reply to Message

z310MadtoneflyingfoxA game engine is not an engine, like you pointed out there's a huge
difference. Plus 'game engine' is a generalised name for code in which you write more code to
work on it.....so i'm still right.
engine - machinery.
game engine - code.

Ok, now your being pedantic! Surely in a topic like this i wouldn't go off an talk about a car engine.

An please refrain from correcting me, if i need an english lesson i'll be sure to contact you.

Please don't, he probaly doesn't know what pedantic means...

Oh and Flyingfox:

Remember it's generalized, not generalised.

When trying to correct someone, you really should at least try to be correct yourself. Besides the fact that "generalised" is a correct form of the word, you spelled "probably" wrong.

Quote:A game engine is not an engine, like you pointed out there's a huge difference. Plus 'game engine' is a generalised name for code in which you write more code to work on it.....so i'm still right.
engine - machinery.
game engine - code.

No you're not.

Dictionary.comengine

<jargon> 1. A piece of hardware that encapsulates some
function but can't be used without some kind of front end.
Today we have, especially, "print engine": the guts of a
laser printer.

2. An analogous piece of software; notionally, one that does a
lot of noisy crunching, such as a "database engine", or
"search engine".

"Engine" is simply something that powers something else, like the engine of a car, or in this case, the engine of a game.

Subject: 3D game maker
Posted by z310 on Thu, 16 Dec 2004 04:09:32 GMT
View Forum Message <> Reply to Message

Sir Phoenixx

When trying to correct someone, you really should at least try to be correct yourself. Besides the fact that "generalised" is a correct form of the word, you spelled "probably" wrong.

"...is a correct form of the word..."

Ultron10'Generalised' is a British variant of the word.

Here it is spelled as I stated, although I apologize since it is a correct form.

Subject: 3D game maker
Posted by Sir Phoenixx on Thu, 16 Dec 2004 14:51:56 GMT
View Forum Message <> Reply to Message

Quote:"...is a correct form of the word..."

And what's your point?

Subject: 3D game maker
Posted by Madtone on Fri, 17 Dec 2004 11:43:02 GMT
View Forum Message <> Reply to Message

Lol, ok enough of these spelling/grammar wars.

Wait... We might have something here!

"Sticks and stones may break my bones, but bad spelling will be the end of me!"

I know its corny, but it seems that way these days. But i still don't condemn correcting someone!

Subject: 3D game maker
Posted by tooncy on Fri, 17 Dec 2004 21:44:01 GMT
View Forum Message <> Reply to Message

http://www.genesis3d.com/

Subject: 3D game maker
Posted by z310 on Sat, 18 Dec 2004 03:12:15 GMT
View Forum Message <> Reply to Message

Sir PhoenixxQuote:"...is a correct form of the word..."

And what's your point?

Its obvious.

Subject: 3D game maker
Posted by Sir Phoenixx on Sat, 18 Dec 2004 14:16:42 GMT
View Forum Message <> Reply to Message

Yeah, it's obvious that you don't have one.

I said that generalised is a correct form, as in generalized isn't the only one like you said it was.

But it doesn't matter how many versions there are of that word, the fact remains that you were wrong.