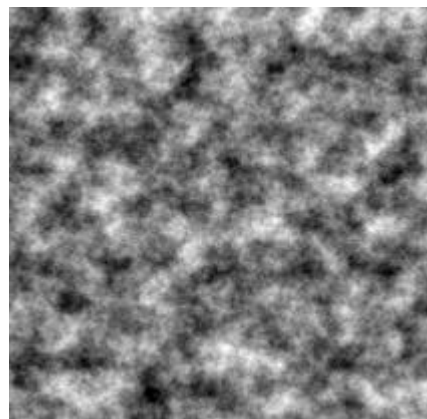
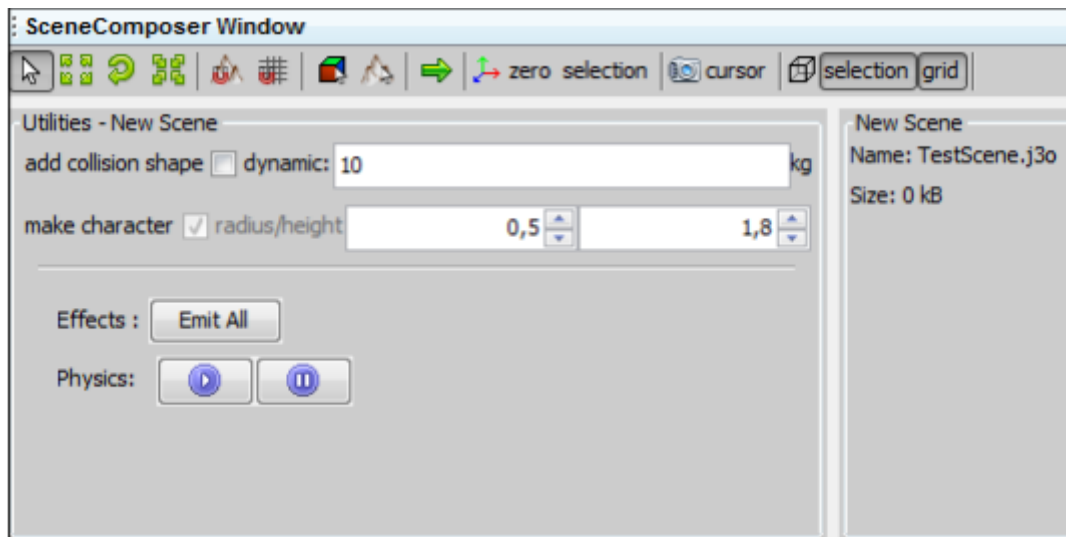
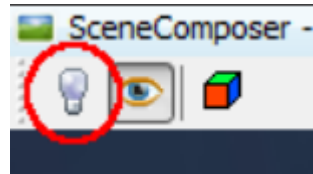
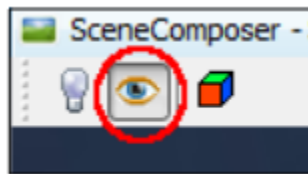
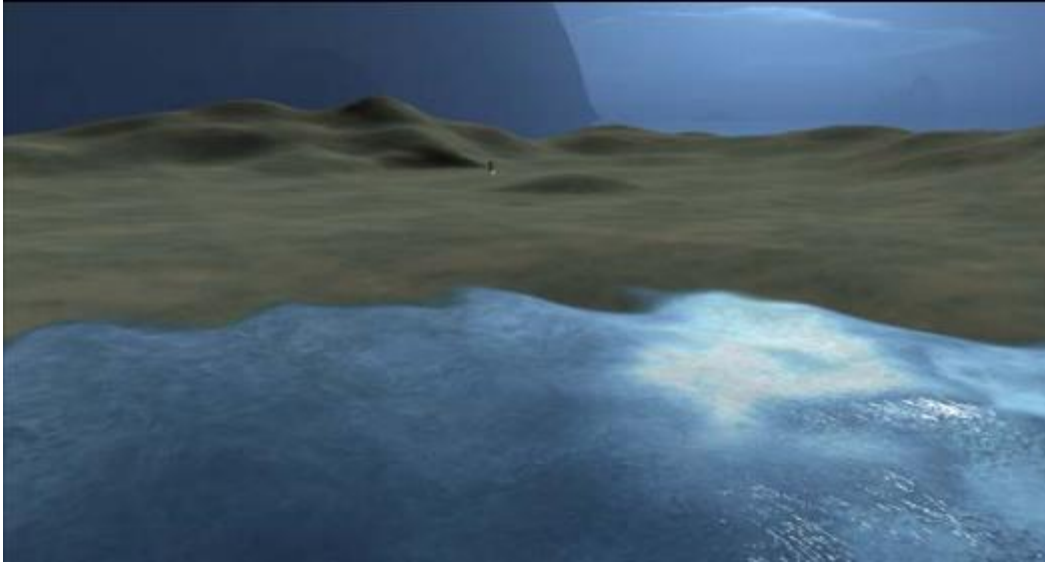
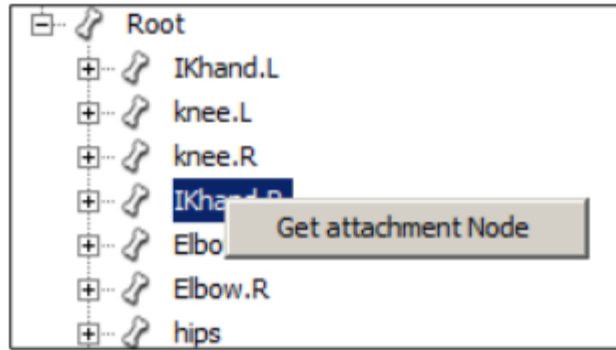


Chapter 1: SDK Game Development Hub



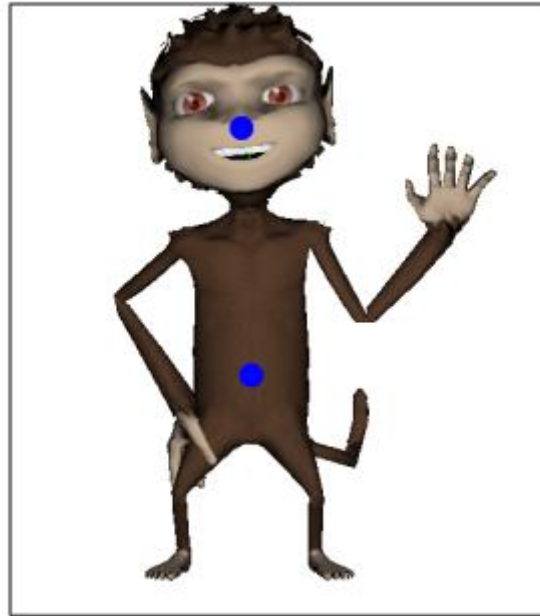


Shore Hardness	1.0
Use Foam	<input checked="" type="checkbox"/>
Foam Intensity	0.3
Foam Hardness	1.0
Foam Existence	[0.0, 0.0, 0.0]
Wave Scale	

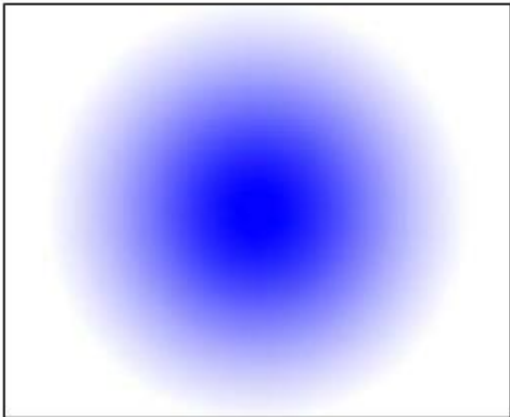
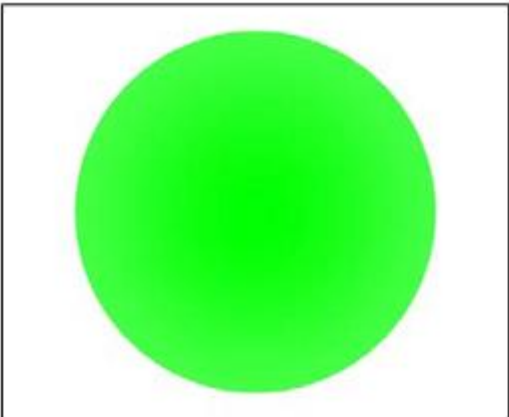
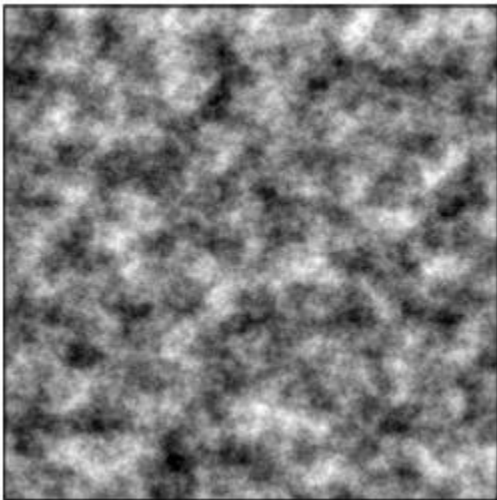


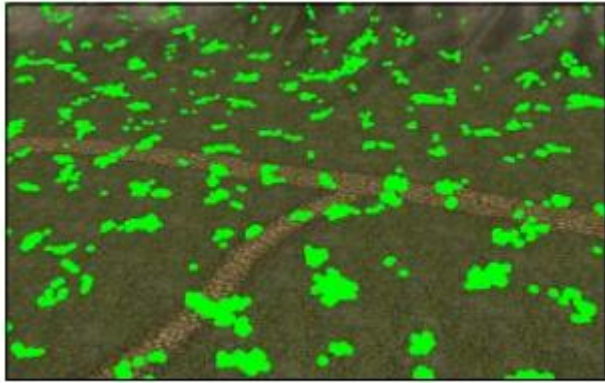
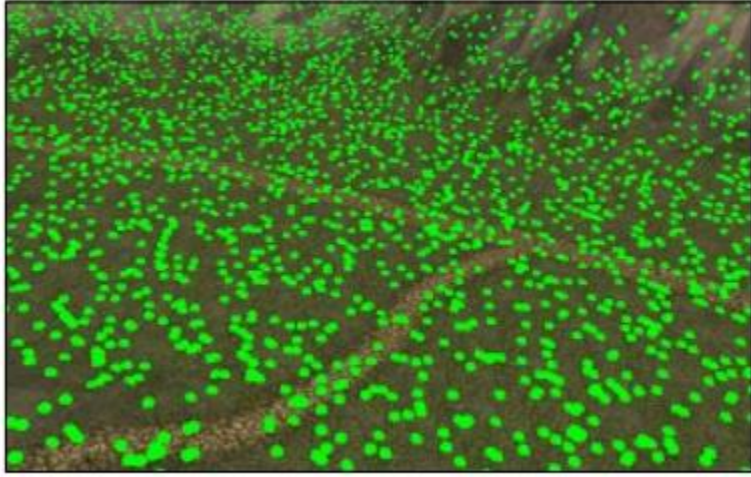
Chapter 2: Cameras and Game Controls

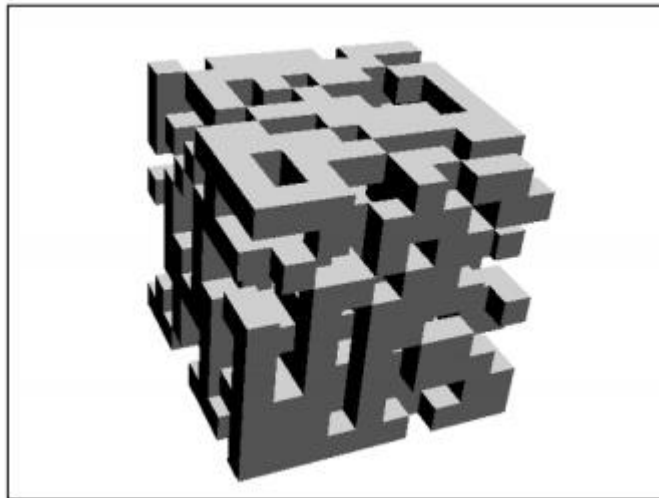




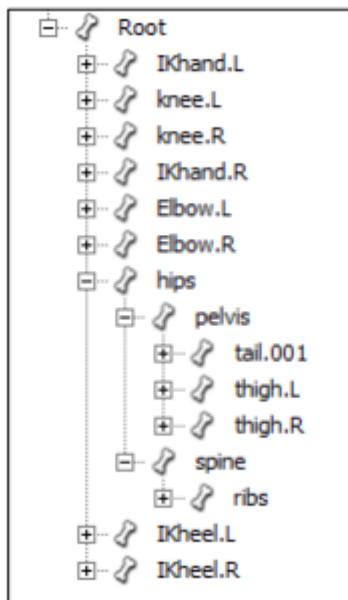
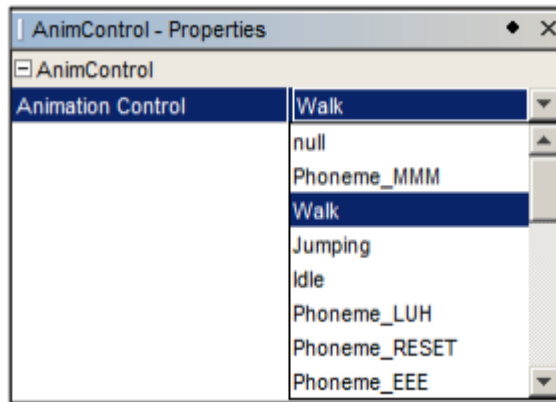
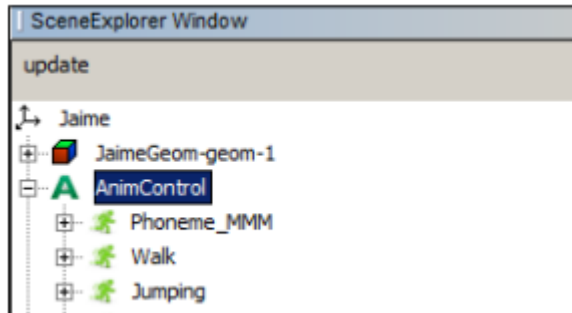
Chapter 3: World Building



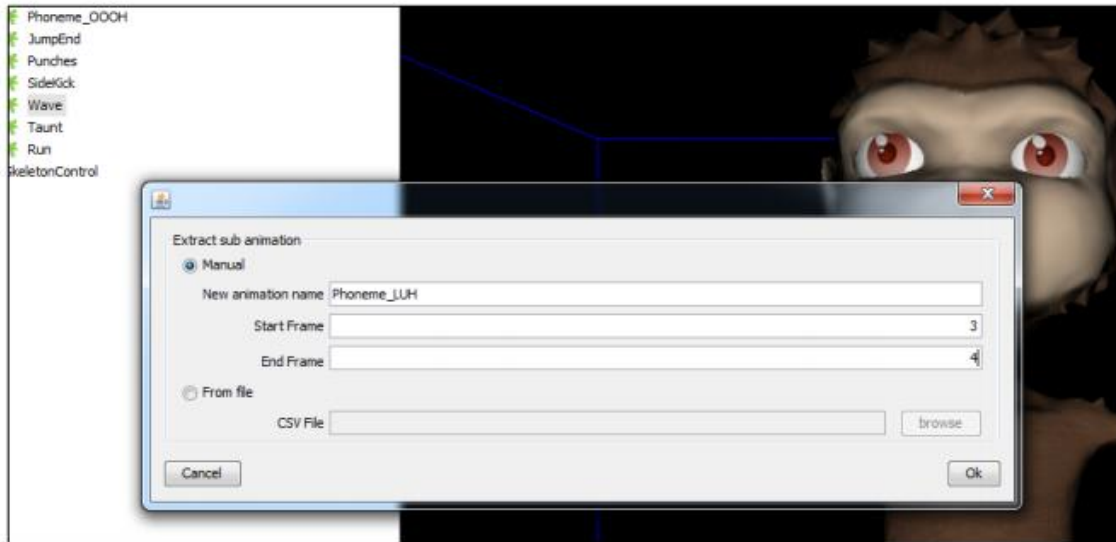




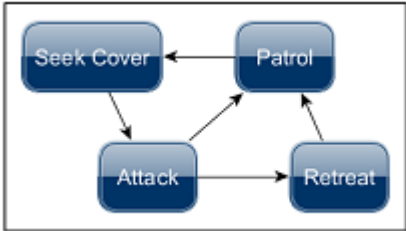
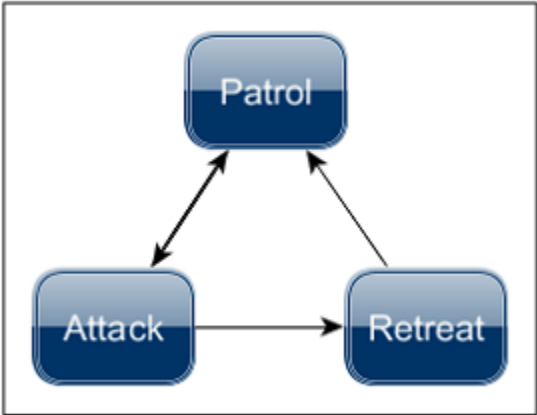
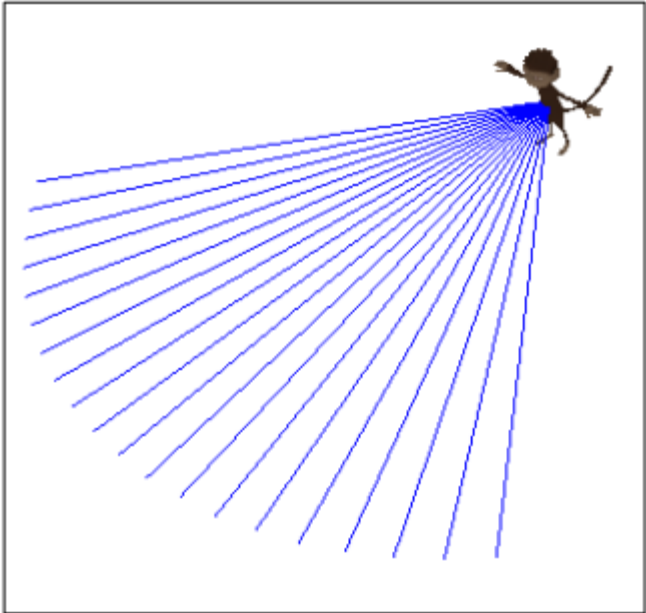
Chapter 4: Mastering Character Animations

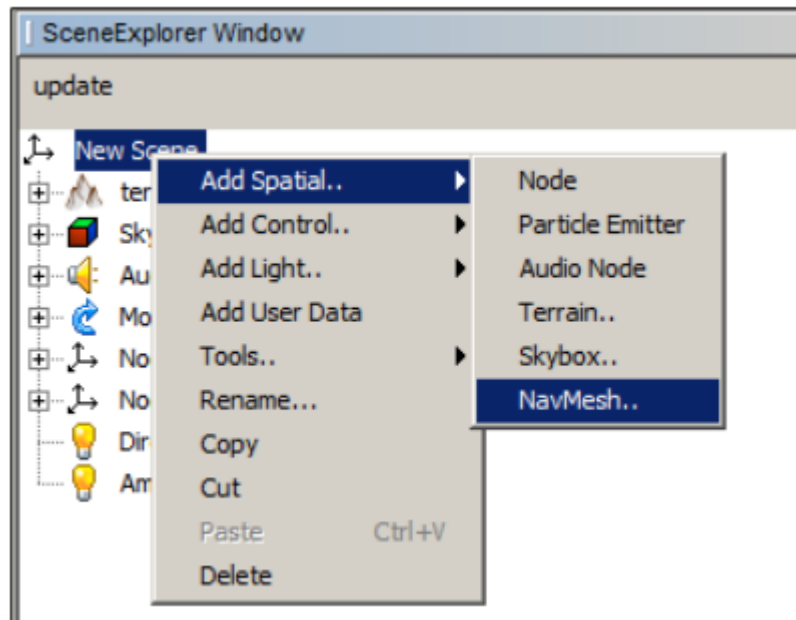
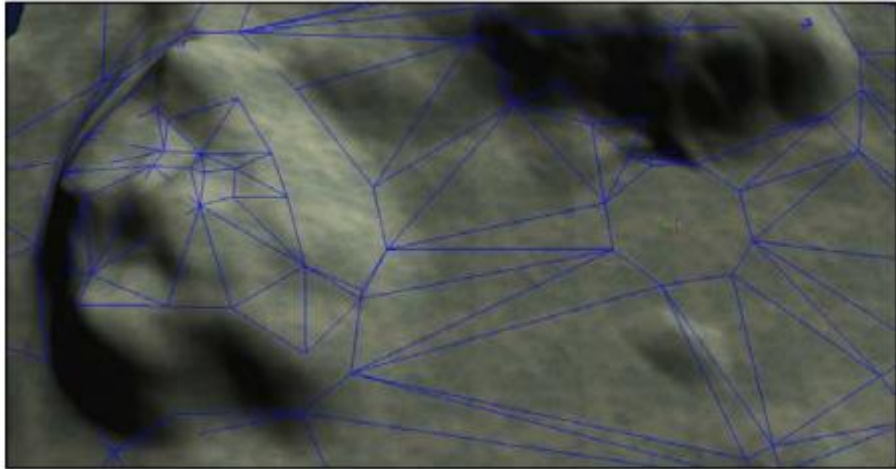






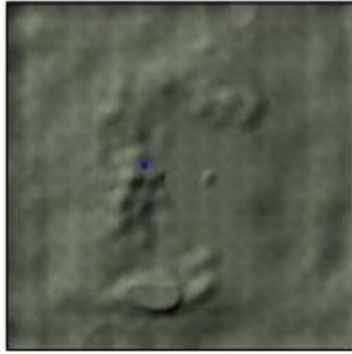
Chapter 5: Artificial Intelligence



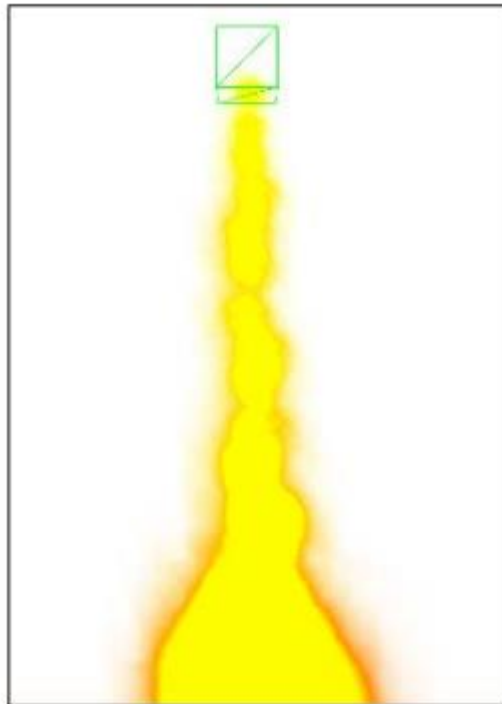


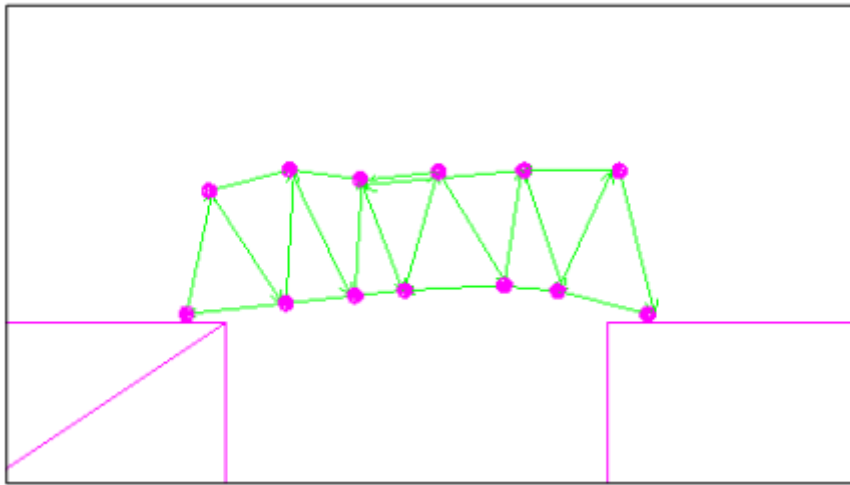
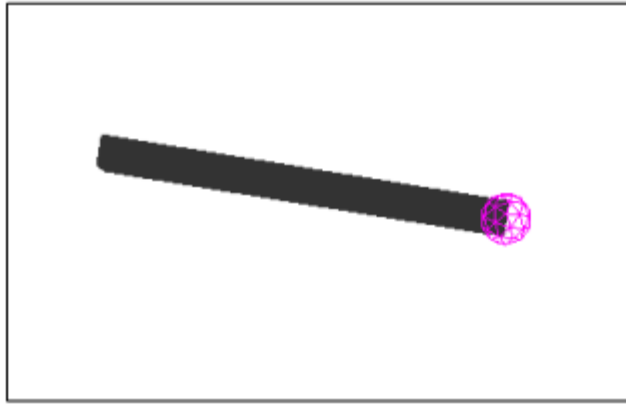
Chapter 6: GUI with Nifty GUI



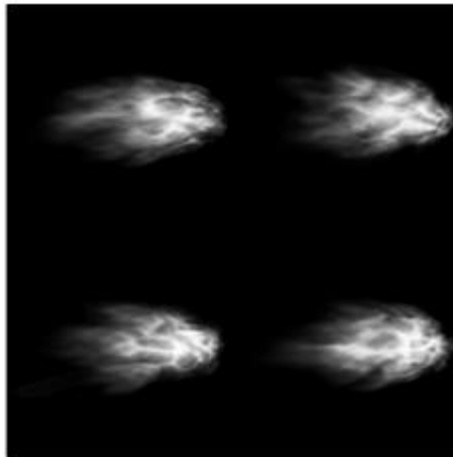


Chapter 8: Physics with Bullet





Chapter 9: Taking Our Game to the Next Level



Emitter - Properties

Local Translation	[0.0, 0.1, 1.5]
Local Rotation	[0.0, 0.0, 0.0]
Local Scale	[1.0, 1.0, 1.0]
World Bound	(No Property Editor)
Cull Hint	Dynamic
Local Cull Hint	Inherit
Shadow Mode	Off
Local Shadow Mode	Off
World Light List	(No Property Editor)
Queue Bucket	Transparent
[-] Geometry	
Lod Level	0
Material	Materials/Muzzle... [...]
Mesh	(No Property Editor)
[-] ParticleEmitter	
Emit all particles	Emit
Enabled	<input checked="" type="checkbox"/>
Mesh Type	Triangle
Emitter Shape	[Sphere, 0.0, 0.0, 0.0, ...]
Num Particles	1
Particles Per Sec	0.0
Start Color	[1.0, 1.0, 0.4, 1.0] [...]
End Color	[1.0, 0.6, 0.2, 0.7] [...]
Start Size	1.0
End Size	1.0
High Life	0.15
Low Life	0.15
Gravity	[0.0, 0.0, 0.0]
Face Normal	[0.0, 0.0, 0.0]
Facing Velocity	<input checked="" type="checkbox"/>
Random Angle	<input type="checkbox"/>
World Space	<input type="checkbox"/>

