APPENDIX B

Resources

I n order to guide your exploration effort, furthering your level of expertise in the art of modding, I have assembled a list of Web sites that I think will benefit you greatly. They cover a wide range, from code-related sites, to general mod development, to game-business information sites, and beyond.

Code3Arena: http://www.planetquake.com/code3arena/

This is the site where many *Q3*-mod programmers (including myself) got their start, thanks to the dedication and tenacity of its contributors. Here, you will find many tutorials on weapon upgrades, HUD improvements, game rule changes, and more. They also document many *Q3*-modding concepts, such as entities, vectors, Cvars, and the UI.

Quake DeveLS: http://www.planetquake.com/qdevels/

Although this Web site focuses on programming mods for *Quake II*, many of the concepts and tutorials apply to *Q3* mod programming as well.

Quake III Arena Shader Manual: http://www.heppler.com/shader/

The fine art of working with shaders is a must for all *Q3* programmers; this Web site contains the best documentation on the Net for such purposes. Coincidentally, Paul Jaquays and Brian Hook, two of the original developers on *Q3*, wrote it.

Milkshape 3D: http://www.milkshape3d.com/

One of the most widely used tools for creating 3D models can be found here, at Chumbalum Soft's Web site. Not only can you purchase the full tool at this site, you can also find tutorials about getting started with modeling.

Radiant: http://www.qeradiant.com/

Radiant's Web site is *the* portal for level-design information and tools. Here you will find downloads, tutorials, manuals, and even forums in which to participate if you want to explore the mystery of level design for *Q3* and similar games.

Polycount: http://www.planetquake.com/polycount/

This Web site is about the coolest online resource around to satisfy your 3D-modeling curiosity. Pay Polycount a visit to get caught up on the latest news, tutorials, and tools used by budding 3D modelers. There is a pretty hefty archive of user-created models to download as well.

GameDev.net: http://www.gamedev.net/

Without a doubt, one of the largest and most extensive Web sites on the Net dedicated to game development is GameDev.net. You'll find a vast array of forums, as well as articles, news items, recommended books, and more.

FilePlanet: http://www.fileplanet.com/

FilePlanet is one of the largest online hubs for downloading game demos, movies, patches, mods, and more. Not only can you find a wide variety of professional and user-built mods at this site, FilePlanet will also help you get *your* files out to the public when the time comes for you to make your hard work available.

Syntrillium Software: http://www.syntrillium.com/

If you want to start experimenting with creating and editing audio for your mods, look no further than Cool Edit 2000. You can manipulate all kinds of audio data formats with this tool, including MP3s, and apply all kinds of sound effects and filters to recreate that perfect robotic voice or massive explosion you need.