C++ and Gamebryo: Introductory Material for the Intermediate/Advanced Track

Lecture Eight: Scene Designer

These tutorials provide step-by-step instructions that guide you through using the basic functions in Scene Designer. They should be completed in order:

- Tutorial 0: Getting to Know the Tool Environment
- Tutorial 1: Creating and Organizing a Palette
- Tutorial 2: Opening a scene and using the interaction modes
- Tutorial 3: Creating a Basic Scene and setting up Grid and Snap
- Tutorial 4: Setting Up and Optimizing Lighting
- Tutorial 5: Creating Terrain

Notice this:

Also: [http://www.gamebryo101.com/learn](http://www.gamebryo101.com/learn) has videos to help you learn Scene Designer.
I hope to finish this tutorial soon. Notice that it might end up being long.

Homework Eight connects this to the programming sample demos (Terrain Demo, not Tutorial 02).

MeshCreation Demo could maybe be discussed here (!).
Create a scene with scene designer, load it and navigate it with code similar to that in TerrainDemo.