



ROYAL INSTITUTE
OF TECHNOLOGY

Bitsquid Preparation



DH2650 Computer Game Design

DD3336 Interactive Entertainment Technologies

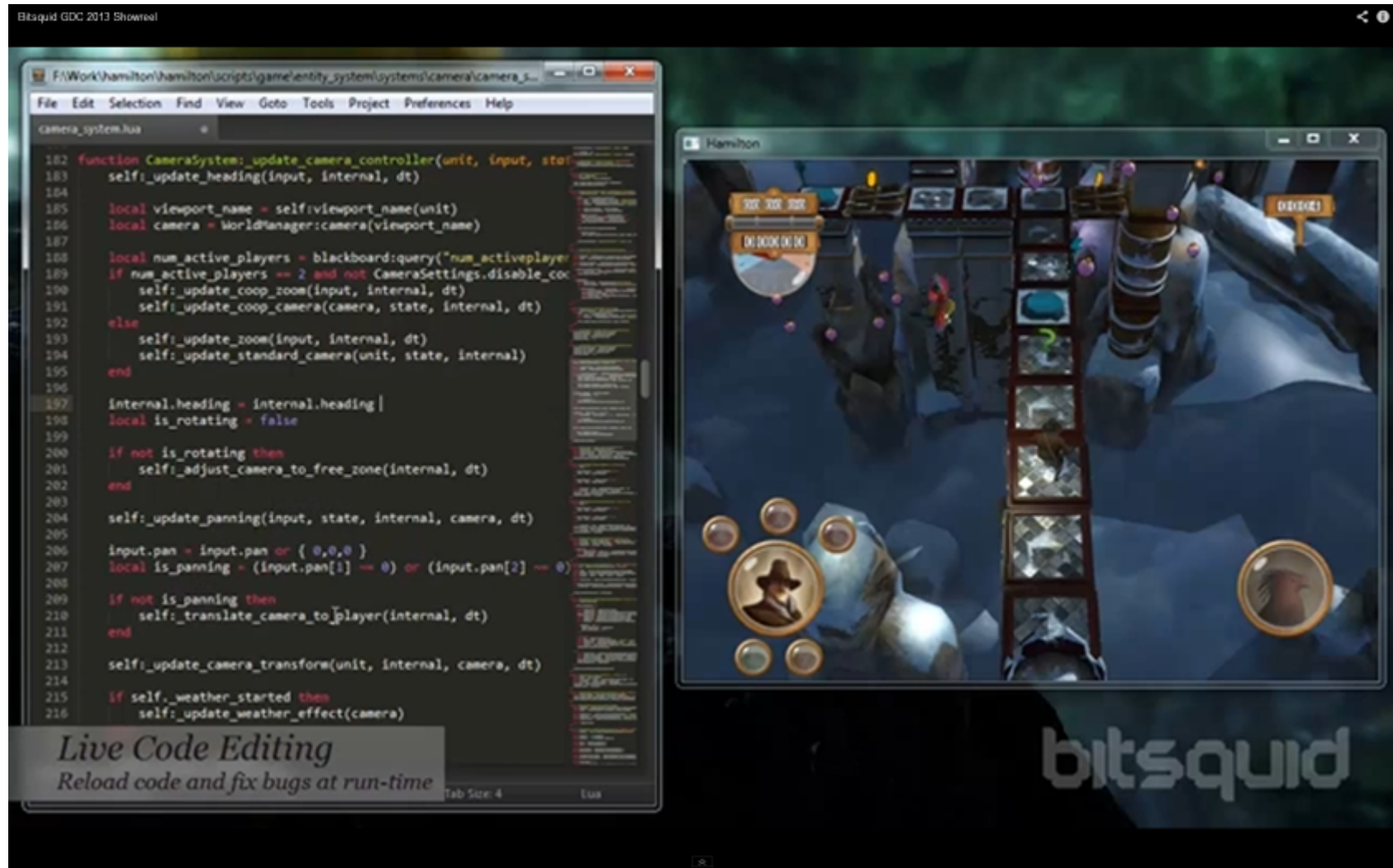
Björn Thuresson

thure@csc.kth.se

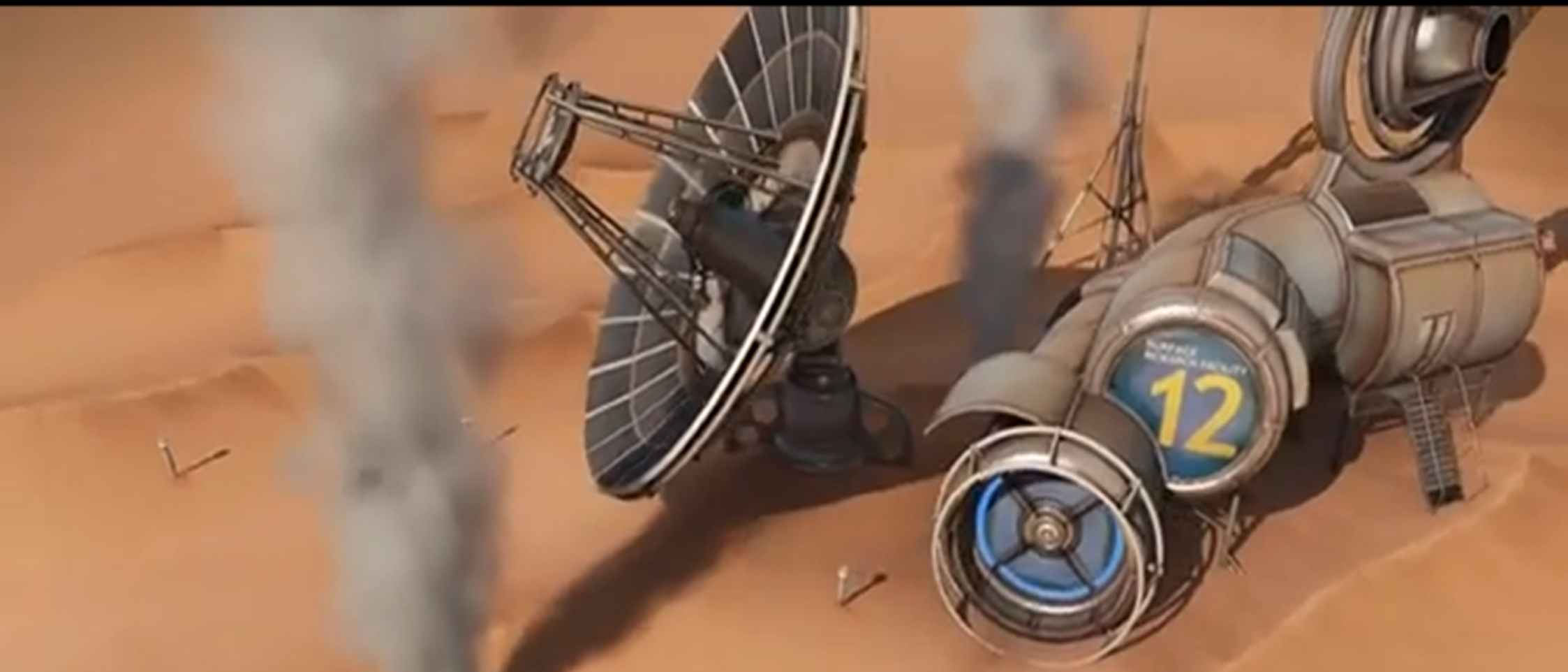
Christopher Peters

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Data-driven Game Engine



<http://www.bitsquid.se>



**See the Bitsquid GDC 2013 Showreel
for a great overview of features**

<http://youtu.be/yU6lkhjcOp4>

Particle Lighting
Particles cast and receive shadows

bitsquid

Related Seminars and Labs

Nov 12th: Fatshark seminar

Nov 14th: Tech. Lab with Bitsquid

- Recommended to have Bitsquid installed and operational for this session
- Following the video tutorials (see next slide) will also be *very* helpful

Nov 15th: Bitsquid seminar

Video Tutorials

There are many...
Search 'Bitsquid tutorial'

Examples:

Flow visual scripting levels

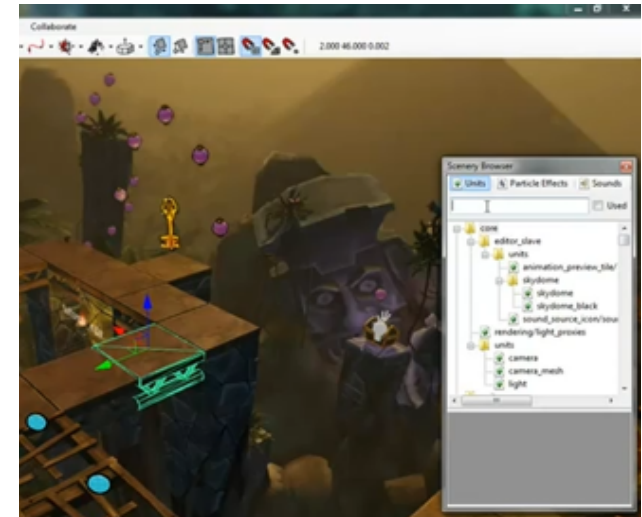
<http://youtu.be/RsoeERfS7Gs>

Terrain tool

http://youtu.be/Kvn1ziVdc_0

Intro. to character animation

http://youtu.be/zSCZw_I3OrI



Installing Bitsquid (1)

Download install package from the DD3336
Private Files Area

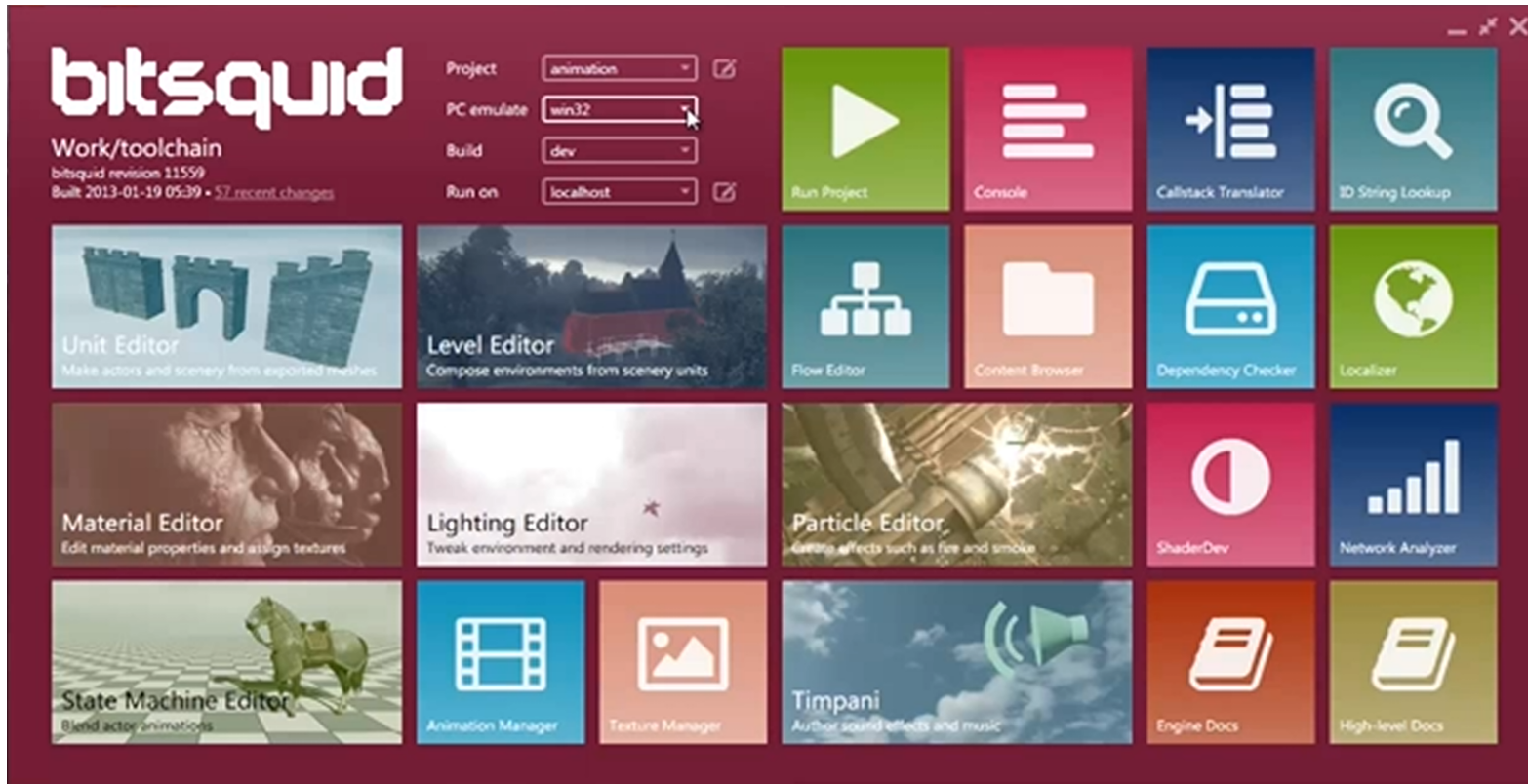
- read **readme_first.txt**

or

Ask for the install package available on USB
key during the course sessions

Uncrackable Top Secret Password: **Games**

Installing Bitsquid (2)



Follow instructions in **release_notes.txt**
or
See video tutorial: 'Setting up a project'