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## Draw road 3d game

Here you will learn how to draw 3D shapes and use them to draw a house In this Instructable, I will show you how to draw your basic 3D cards (: enjoy! All you need is: 1.) paper 2.) pencil 3.) your creative self! First you draw the letters you need, like this: (sorry they're backwards!) Now draw edges on them as if they were actually 3D. It doesn't have to look perfect. For Finnish, make sure you haven't left any edges.... Be sure to get inside the letters. For example, look at R. Do you see how I drew a little inside the top? This gives you the realistic look. Then color in the letters whatever you want. As you can see, I made A-K in pink with black edges, then the rest white with black edges. Its OK if you don't color the cards but I recommend painting the edges so it will look cleaner (although this is not my cleanest job ever) And THERE YOU HAVE IT, some nice 3D cards! 1. First draw a square.2. then draw a square behind the first square.3. connect the lines from the squares together. 4. then plot on the square a little so it may look darker. So you went out and bought a new luxury 3D TV. Well, the economy needs it. Now you can look at all the 3D Blu-Rays and 3D enabled games you want, as long as you're willing to put up with some really bad application of the effect on a regular basis. Because of this (and because we have a nose for gimmicks) here at GamePro they are still quite skeptical that 3D really is the future of games and film entertainment. That said, we've actually had a couple of great experiences with playing 3D games, and if you're desperately looking for a good experience to justify this expensive 3DTV purchase, we can help you out. Here are five games you need to try in 3D mode if you have your computer. Each one exploits 3D in a different way -- to improve your spatial awareness, to make things more visually dramatic, or to make things feel more suitably real -- and each of them almost changed our perspective on the whole 3D or non-3D debate. Almost.Batman's graphics --especially the character's design- already make it seem like you're playing with the coolest set of action figures in history, and the 3D effects only bring that feeling even more to life. 3D makes the action feel almost tactile, as if you could reach out and grab Harley Quinn and then put it on your mantle. The other advantage of playing Arkham City in 3D, is the best special awareness it gives, especially when faced with a room full of thugs and girls you need to hang to set up takedown attacks against them. Assessing your situation, in normal mode or detective, is definitely enhanced by 3D effects. High definition graphics remade for the Reissued Shadow of The Colossus may feature cleaner lines and smoother animations than the original, but it's not quite the richly textured visual feast that more games have been. That doesn't mean it's still not pretty, if it's a bit creepy and austere. Adding 3D makes rawness stand out even more, and is somehow more effective because of it. You're even more aware of how lonely Wander and his Agro horse are in this strange land. But of course, what really helps give life to 3D is one of the central elements that define the unique nature of the game. The colossium looks even more enormous thanks to the 3D effects, giving you a better idea of how small it is when you're stuck tight on the skin on them. Playing in 3D only intensifies that feeling, which is one of the pillars of the magic of this game. Sports games look like they would make great platforms for 3D graphics, only depending on their own nature. Sports games usually employ some of the newest and most photorealistic visuals, and the spatial nature of sports (almost everyone great involves a ball and a restricted playing field) seems like a perfect opportunity to use 3D to improve the effectiveness of a game to make you feel as though you're really playing this sport. He could have put NBA 2K12 on this list, since playing in 3D can really improve his ability to see the lanes and be aware of exactly where his teammates are. But the game that really shines in 3D is MLB 11: The Show. Just dueling pitcher/oo much sunshine is a completely new challenge when you have to train your eyes for depth perception. MLB 11: The show is big in 3D, but as a genre, most sports games are made better by technology. Uncharted 3 was clearly designed around to be played in 3D. Climbing and traverse puzzles clearly benefit greatly when perceived in 3D, and just the fact that the game is a third-person action game means that 3D really makes lead character Nathan Drake stand out. As in Batman: Arkham City, you almost feel like you can reach out and play him. But it's the script set pieces in Uncharted 3 where you really see how developers built a scene with the idea instead that it would look even more impressive in 3D. Take for example, the scene where Drake escapes from a burning cargo plane, is ejected from the back of the fuselage and stored hanging into a hanging cargo net. Now imagine yourself without a subway sandwich in your hand and in 3D. Scenes like this feel more dramatic and exciting thanks to the added visual dimension of 3D technology, and I think that's because they were planned that way from the start. Despite only mixed criticism from critics, Bulletstorm had several moments of guilty pleasure that made it worth playing. But the instinctive strap is ultimately the reason the game is a must-have for 3D TV owners with the strap, the world suddenly experiences a depth The leash allows you to whip enemies towards you and then kick, throw, or shoot your vulnerable ragdoll bodies. It's perhaps the biggest selling point of the game, and in 3D the enemies really seem to be drawn towards you or thrown away You. Compared to 2D, the environments around the characters also look much more accomplished and in real depth to them. Similarly, the iron view is greatly improved with 3D, as its weapon appears to be physically happening above the screen. Even the bottoms, like the occasional waterfall or the cliff, really seem part of an expansive and fully navigable 3D world. In 2D, these set pieces fade into the background. With 3D, the strange world of Bulletstorm isn't just limited to howling psychopaths who come to you with guns. This story, 5 Games that are really worth playing in 3D was originally published by GamePro. Note: When you buy something after clicking the links in our articles, we may earn a small commission. Read our affiliate links policy for more details. Is this the future of mobile games? Software maker ARM today updated its graphics acceleration software for mobile devices, announcing the ARM Mali-JSR297 for 3D graphics at the Game Developers Conference in Francisco. The company said the software is the first product to allow Java application developers to leverage the latest graphical hardware features found in recent GPUs. It works on most state-of-the-art mobile devices, and gives game developers better control over how their games appear on the screen. This means that your mobile games will begin to resemble those you're used to on gaming consoles and PCs.'Leap in graphics'ARM said its Mali-JSR297 software demonstrates a leap in graphic quality that meets consumer demands for advanced content entertainment on mobile phones. Expectations of the gaming community continue to rise, driving demand from device manufacturers to deliver the next wave of user experience in mobile gaming. ARM Mali-JSR297 software will provide game developers with the resources they need to save graphics divide between various gaming platforms, said Dr. Jon Peddie, president of multimedia and graphics market research firm Jon Peddie Research. Historically, the quality of graphics on mobile phones has been delayed compared to those displayed on a gaming console or computer screens. The software and hardware products that ARM is now offering mean that mobile graphics will quickly approach the quality of a dedicated gaming mechanism, Peddie said. Less downtimeThe new software also minimizes the risk of problems integrating gambling platforms into mobile devices, so presumably this means less downtime for you due to compatibility issues. It also opens up the full power of any game app downloads to your phone, creating games with more personality despite the relatively small screen size. Most mobile phones today are using Java technology to enable additional applications and games to be downloaded to the phone after it is sold. ARM is committed to providing solutions for the gaming community that offer dramatic improvements in the quality of the graphics displayed in these applications, Gareth said ARM graphics product manager. ARM's support for the java community and graphics ecosystem with products such as Mali-JSR297 software allows game developers to leverage new hardware capabilities, producing 3D graphics that are markedly superior in quality and performance. ARM Mali-JSR297 software will be available as soon as the JSR297 mobile 3D graphics standard is ratified, ARM said. Pre-release versions will be available in Q3 2008 so hopefully we can start waiting for richer games with more features sometime next year.

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