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He coauthored Mastering Unreal: The Art of Level Design and Mastering the Art of Production with 3ds Max 4 and has created and overseen the production of more than 1,000 hours of video training. Zak Parrish, chief of operations at 3D Buzz, Inc., has developed hundreds of video tutorials over 3D animation and game design.

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### **Unreal Engine Wikipedia**

The Unreal Engine is a game engine developed by Epic Games, first showcased in the 1998 first-person shooter game Unreal. Although primarily developed for first-person shooters, it has been successfully used in a variety of other genres, including stealth, fighting games, MMORPGs, and other RPGs.

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Mastering Unreal Technology volume 1: Introduction to Level Design with Unreal Engine 3 is another excellent book written by Busby and his team at 3DBuzz. If you developed modifications of UT2K4 chances are you watched the educational videos included with the ECE (Editor's choice edition) created by 3DBuzz. Mastering Unreal Technology Volume 1 is an in depth guide geared towards teaching

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