

# Game Maker 3D



INTRODUCTION TO 3D PROGRAMMING

# Markers & Sprites



- Gamesparkonline uses markers as place holders in the room.
  - Your previous 2D game used the characters instead.
- Scripts (or computer programs) are used to replace the markers with pictures.

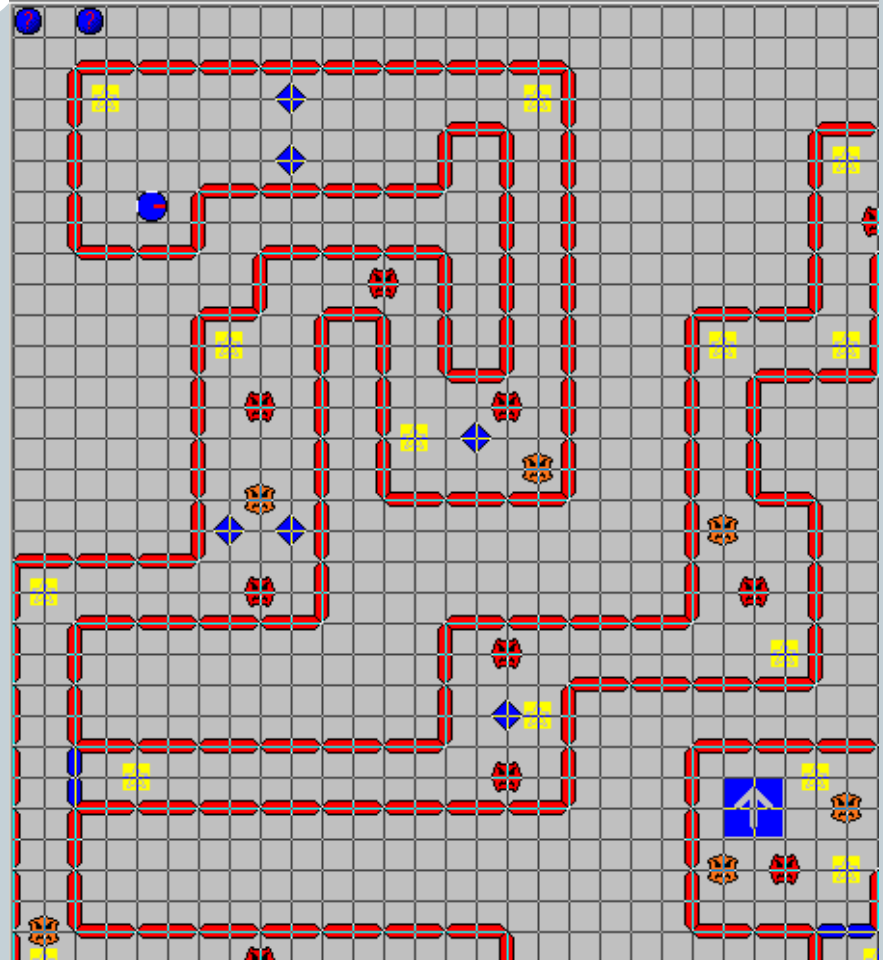
# First Room Creation



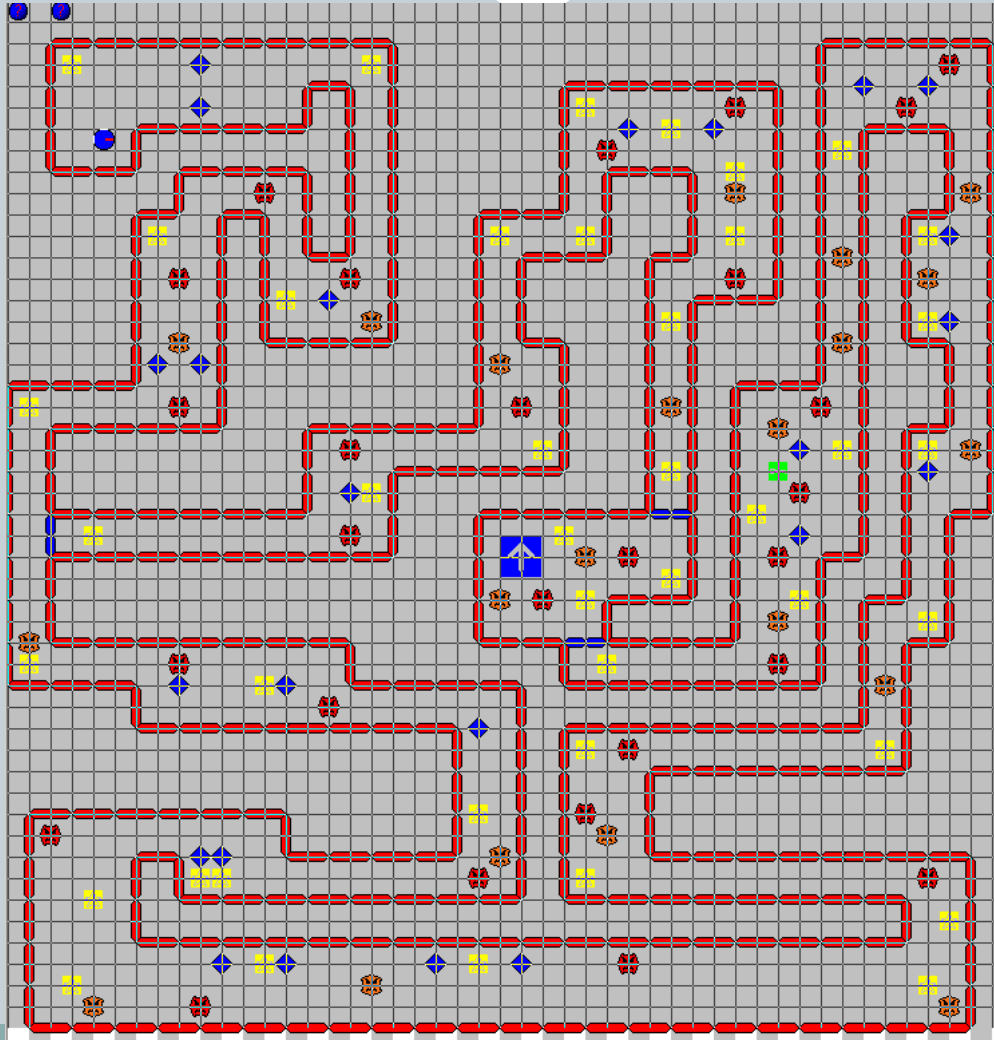
- The main character will be the marker
- Movement may appear strange when you first add the marker, because it is moving like a first-person action game will move.
- The marker will not appear in your final game.

# Walls and Doors

- Markers will be used as “placeholders” for walls and doors in your game
- Scripts are executed to replace the markers with 3D looking walls and doors.



# Example Room



# Running Scripts



- **Import Scripts**
  - Small programs written to do a task
  - Programs take arguments as input
- If a script causes an error, it is usually because an argument given to the script is incorrect.

# Script Example

## Script with arguments

Execute Script

Applies to

Self  
 Other  
 Object

script:

argument0:

argument1:

argument2:

argument3:

argument4:

OK  Cancel

## The script

```
1 maxColor = argument0;  
2 minColor = argument1;  
3 otherColor = argument2;  
4  
5 d3d_set_projection_ortho(0, 0,  
6  
7 draw_set_alpha(1);  
8 color = merge_color(minColor, r  
9 //draw_circle(0, 480, 50, fals  
10 draw_set_blend_mode(bm_add);  
11 draw_circle_color(0, 480, heal  
12 draw_set_blend_mode(bm_normal).  
13 draw_set_alpha(1);  
14 //draw set color(c white):
```