

<b>Chapter 9: Generating a 3D Planet</b>	<b>191</b>
<b>Adding a third dimension</b>	<b>192</b>
3D vs 2D	193
Know your geometry	194
Working with the Unity primitive sphere	194
Generating a sphere	197
Adding randomization	202
Bad time and space complexities	203
<b>Multi mesh planet</b>	<b>205</b>
<b>Exploring the planet</b>	<b>214</b>
<b>Summary</b>	<b>216</b>
<b>Chapter 10: Generating the Future</b>	<b>217</b>
<b>Models</b>	<b>218</b>
<b>Items</b>	<b>221</b>
<b>Levels</b>	<b>222</b>
<b>Texture</b>	<b>223</b>
<b>Terrain</b>	<b>224</b>
<b>Physics</b>	<b>225</b>
<b>Animation</b>	<b>226</b>
<b>AI</b>	<b>227</b>
<b>Story</b>	<b>228</b>
<b>The player sandbox</b>	<b>229</b>
<b>Summary</b>	<b>230</b>
<b>Index</b>	<b>231</b>

---