


**National Centre for Computer Animation**

# The Victory! Game Engine



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60.014652

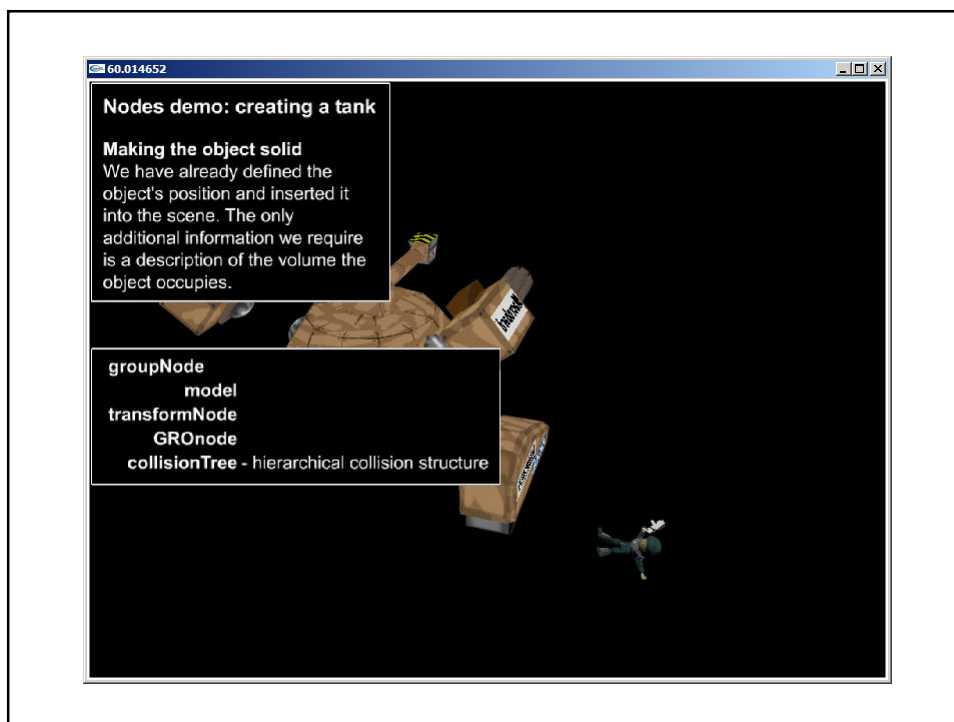
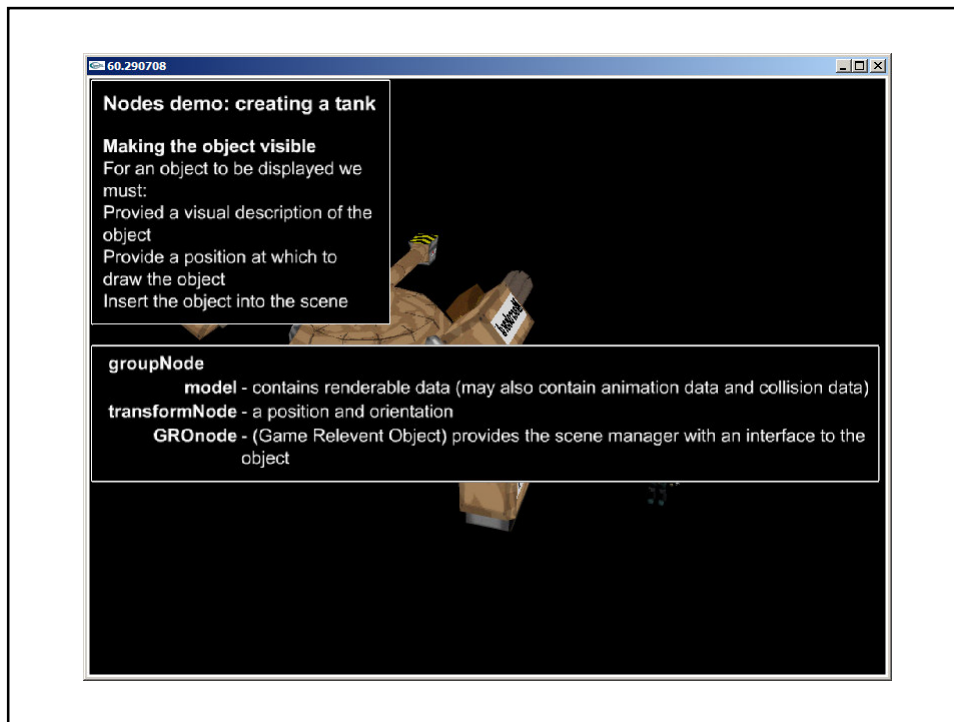
**Nodes demo: creating a tank**

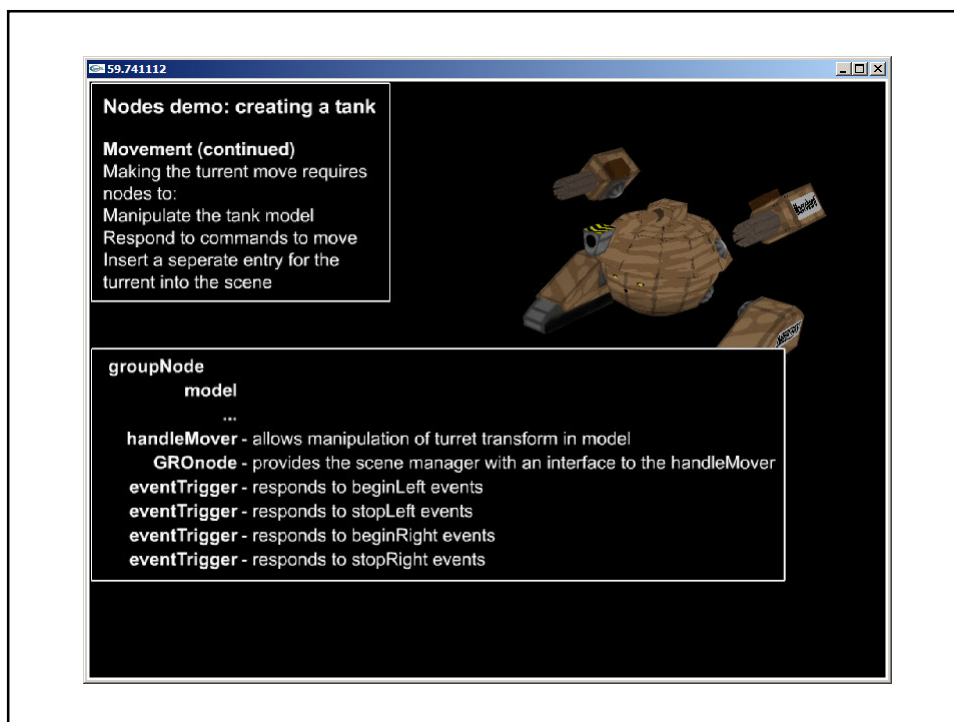
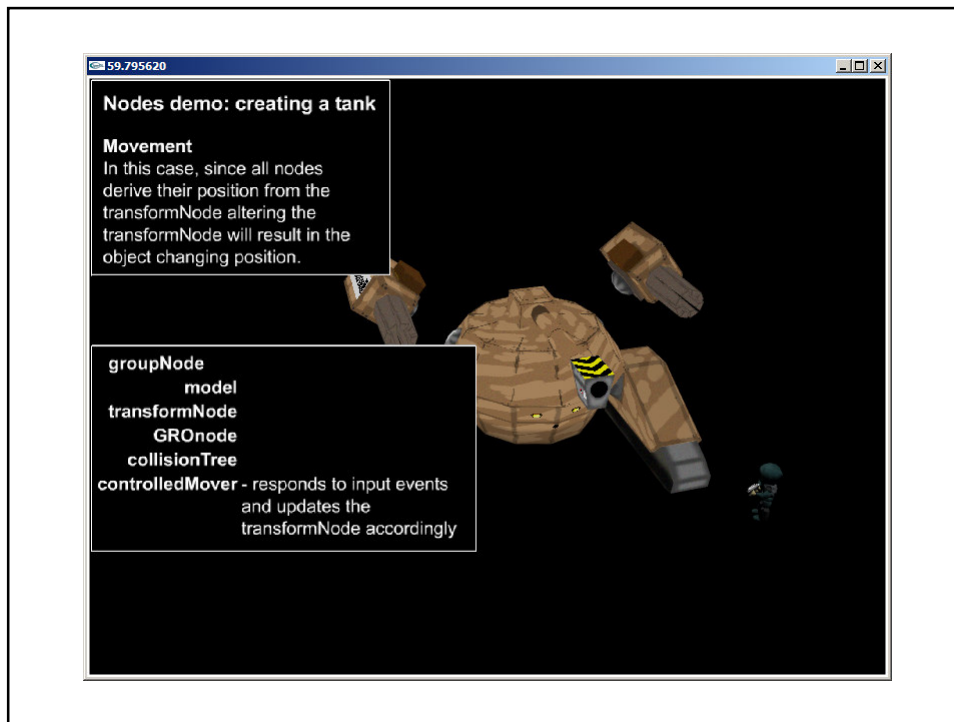
**To begin with**  
Create a container to hold the object's components.

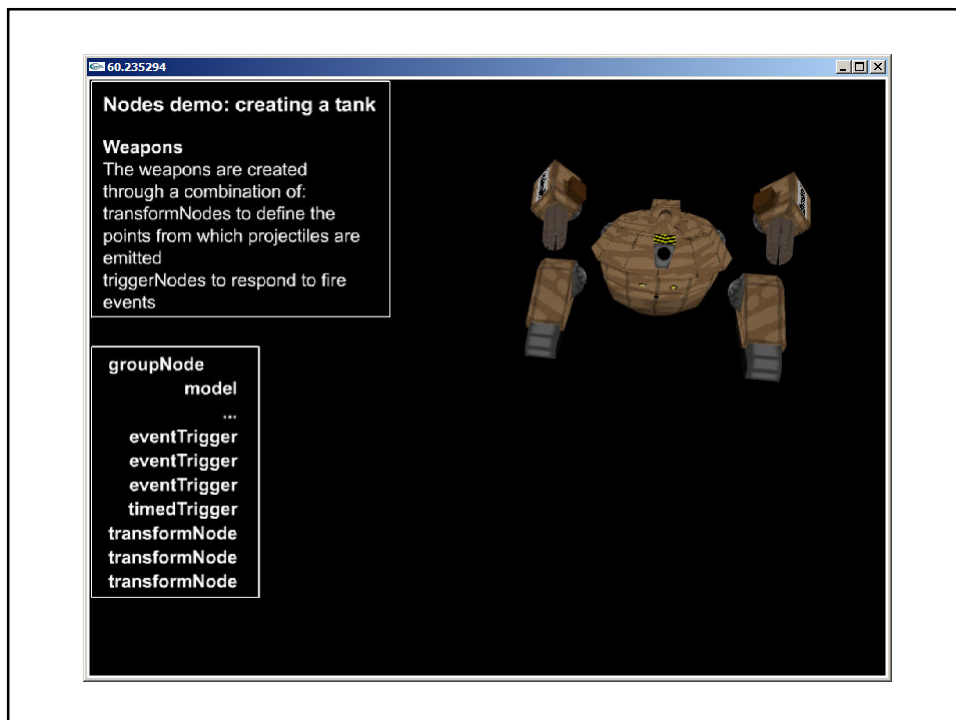
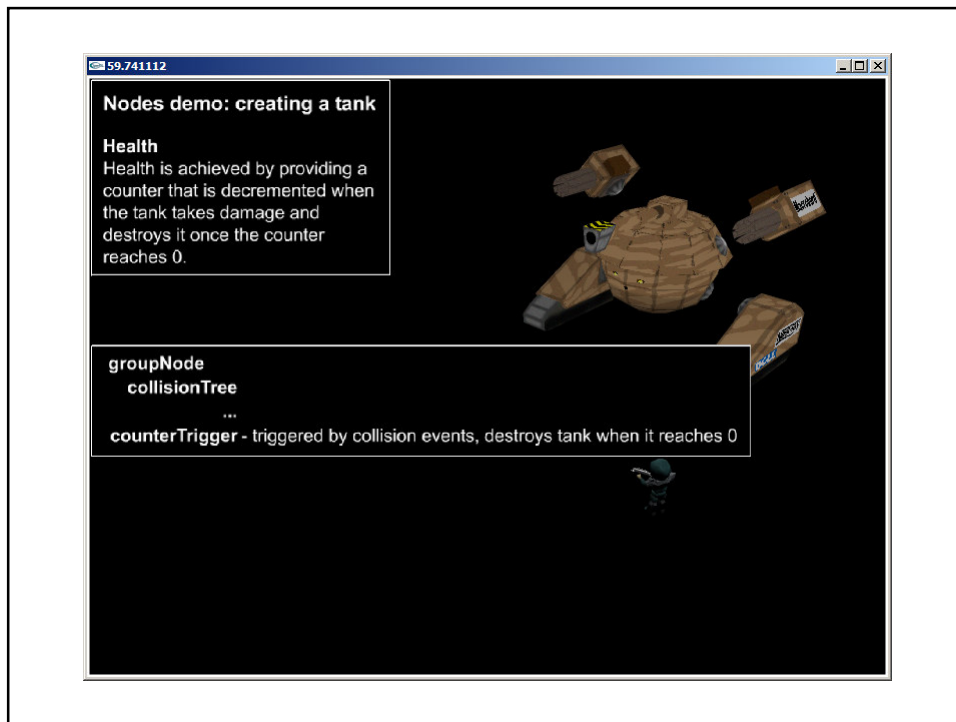
**groupNode** - groupNodes allow:

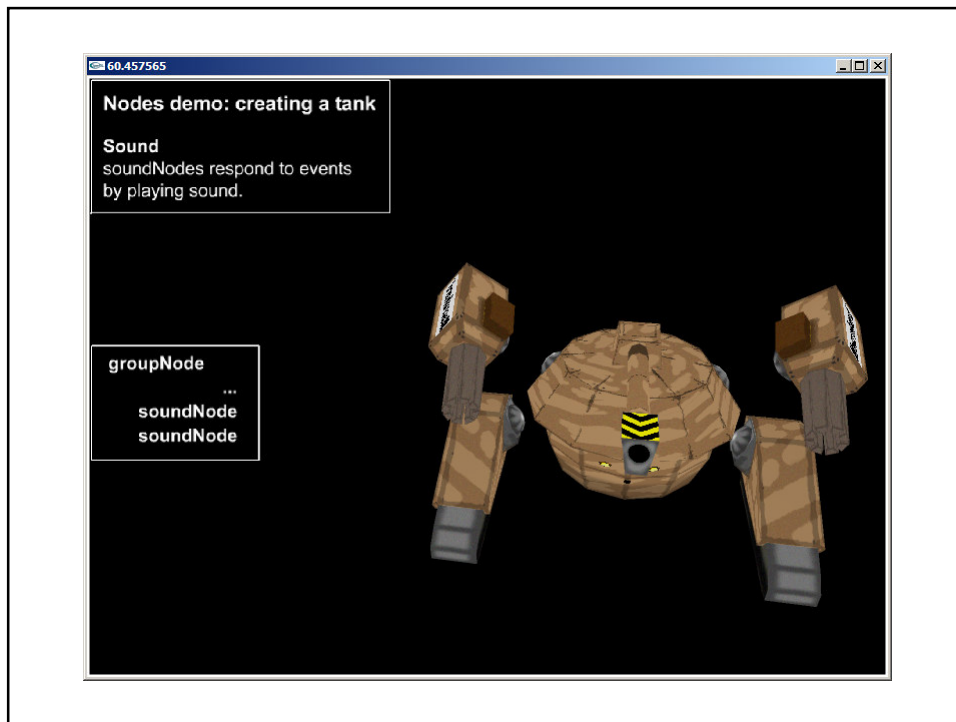
- Nodes to be combined under a common parent
- The creation of abstract hierarchies
- Faster interaction between nodes











  
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download the demo from <http://ncca.bournemouth.ac.uk>