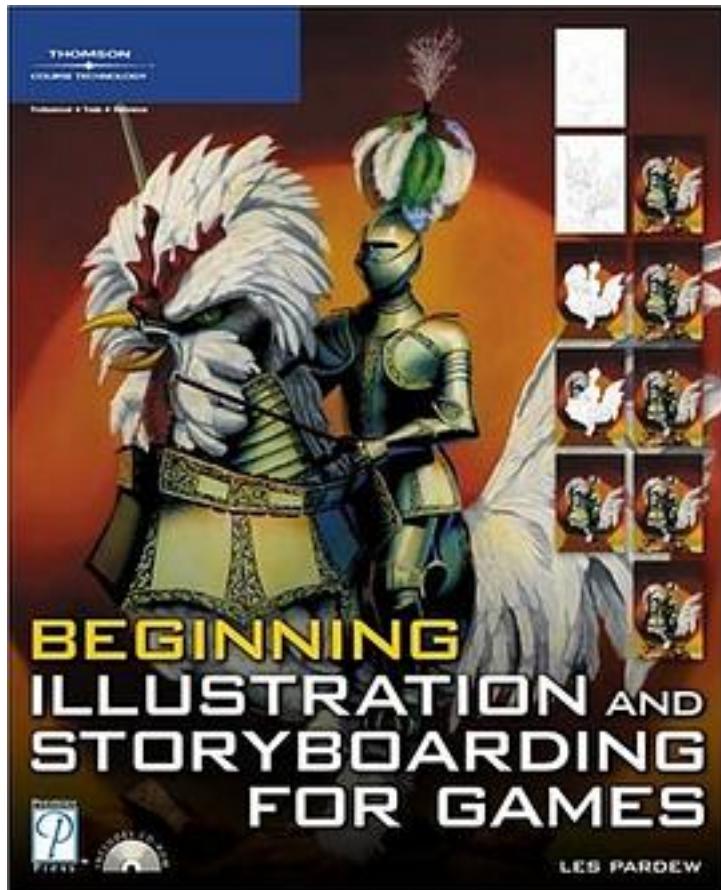


Beginning Illustration and Storyboarding for Games (Premier Press Game Development (Paperback))



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You are about to embark on a journey that will travel into the heart and foundation of game creation?concept art. Creating concept art for games is unlike working with any other type of art. In a game, you are creating a self-contained world in which characters can interact with each other to carry out actions. As a concept artist, you supply the vision for the game and give direction to the development team. "Beginning Illustration and Storyboarding for Games" takes a basic look at the steps involved in creating game concept art. You will not need any game art development experience to begin your journey. Follow along as you work your way through several step-by-step examples that are designed to help you understand how game concept art is created. Get ready to set your vision into motion!

作者介绍:

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