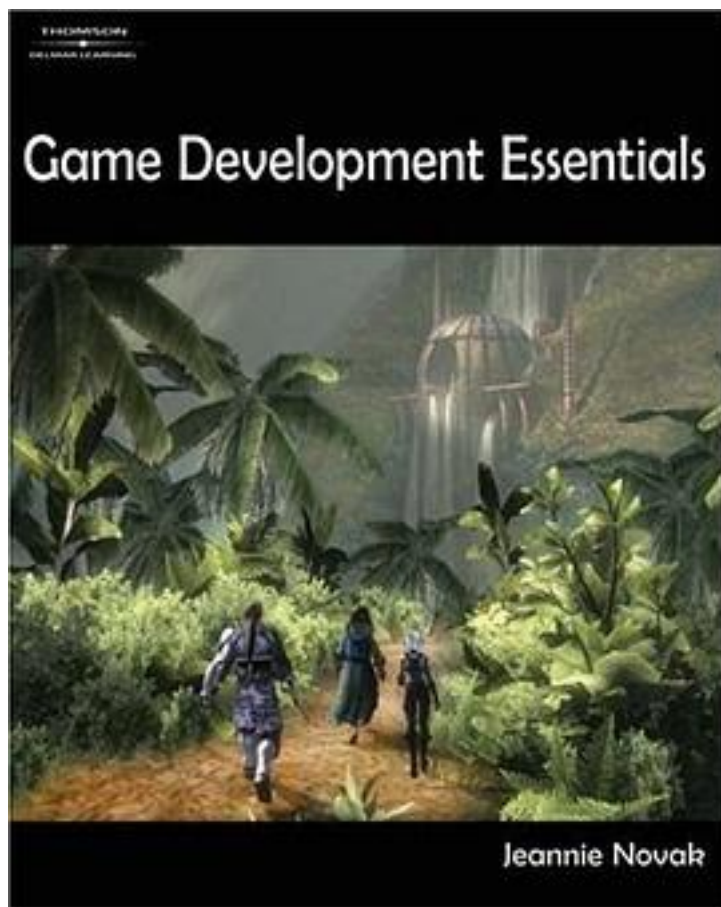


Game Development Essentials



[Game Development Essentials_ 下载链接1](#)

著者:Jeannie Novak

出版者:Thomson Delmar Learning

出版时间:2004-09-09

装帧:CD-ROM

isbn:9781401862718

?Get ready for a fascinating ride through the fastest-growing segment of the entertainment industry!? As gaming evolves into a powerhouse industry and a dynamic career opportunity, the need has never been greater for a book that offers a penetrating introduction to the field and a clear explanation of the keys to success. A

highly respected industry observer and gaming instructor in Southern California, author Jeannie Novak showcases in this definitive work every important aspect of game development, beginning with a highly informative chapter on the background of the industry that provides the historical context for later chapters. The latest addition to the Game Development Essential series, An Introduction to Game Development examines content creation and the concepts behind the development of story, character, environment, level design, user interface, and sound. Novak also looks to the future of gaming, and in particular, at such promising technologies as online and mobile gaming. An entertaining read and a thoroughly researched and knowledgeable overview of the field, this book is an indispensable gateway to one of the most exciting career opportunities in the country today.

作者介绍:

目录:

[Game Development Essentials_ 下载链接1](#)

标签

游戏设计

游戏开发

英文版

游戏行业

游戏

大学

图书馆

Game

评论

太老

[Game Development Essentials_下载链接1_](#)

书评

[Game Development Essentials_下载链接1_](#)