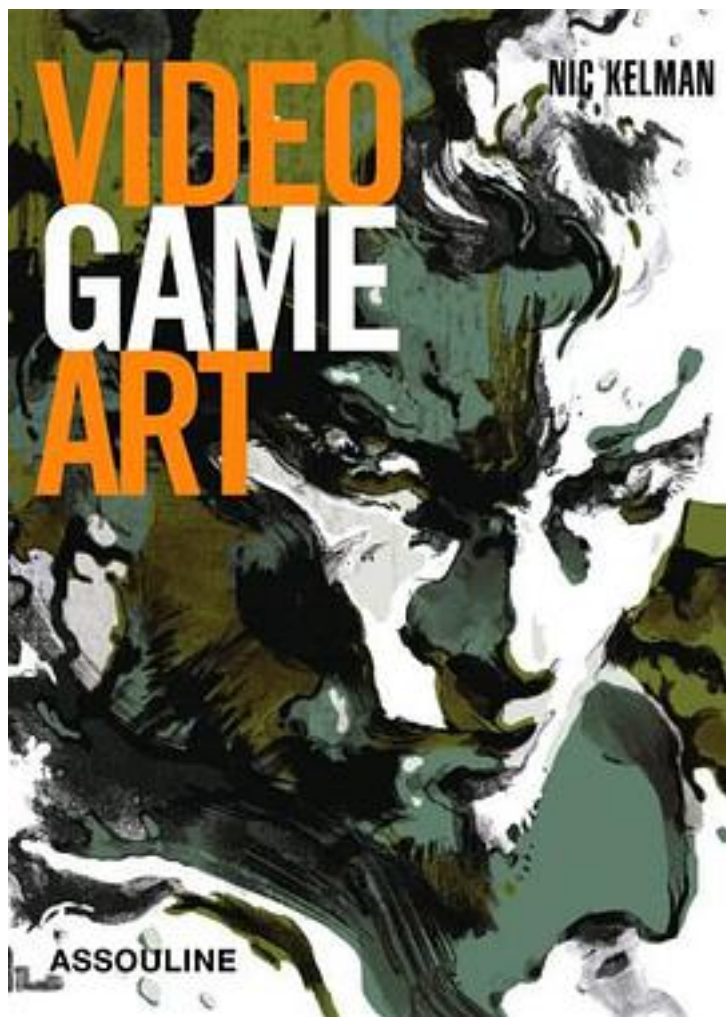


Video Game Art



[Video Game Art_下载链接1](#)

著者:Nic Kelman

出版者:Assouline

出版时间:2006-01-28

装帧:Turtleback

isbn:9782843237294

By 2008 most analysts predict that the video game industry will be larger than the film

and music industries combined. Games today already command Hollywood budgets and teams of dozens of artists, writers, musicians, and designers...and yet almost nothing has been written about their art and design from a non-technical viewpoint.

Video Game Art is a first look from an art history and post-modern cultural perspective at the influences behind, and achievements of today's genre-defining video games. Examining themes such as character, environment, and the growing place of video games among more traditional art forms, and including commentary from luminaries of the field and often unpublished behind-the-scene art of both past and upcoming games, Video Game Art is a pioneering foray into what promises to be the dominant art form of the coming century.

作者介绍:

目录:

[Video Game Art_下载链接1](#)

标签

混合媒体

英语

画

评论

瀏覽，王府井外文書店

[Video Game Art_下载链接1](#)

书评

Video Game Art 下载链接1