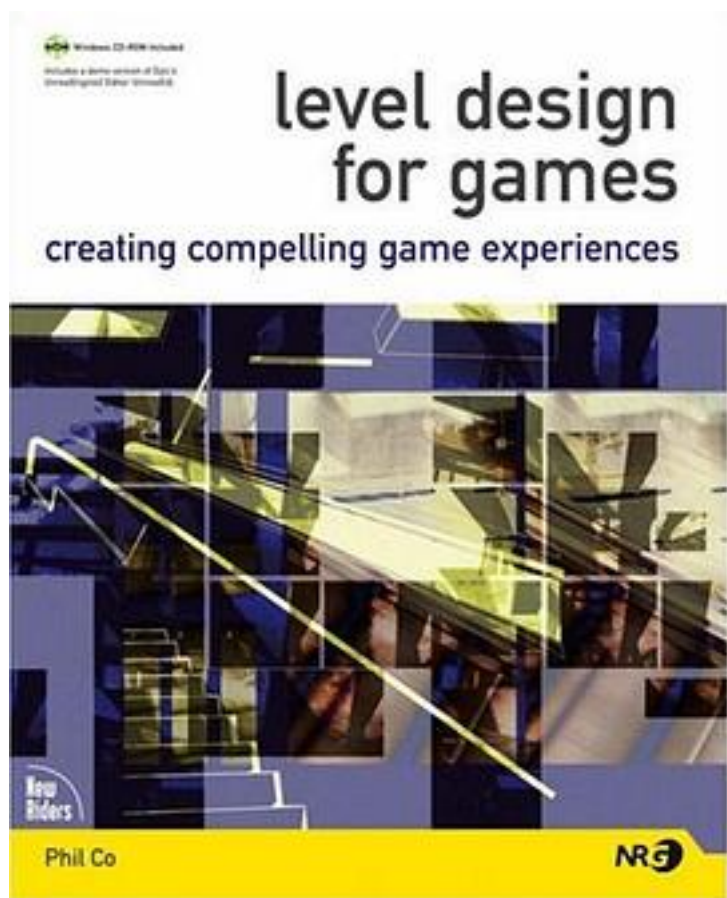


# Level Design for Games



[Level Design for Games 下载链接1](#)

著者:Phil Co

出版者:New Riders Games

出版时间:2006-02-18

装帧:Paperback

isbn:9780321375971

At the heart of any great computer game are expertly designed levels: the locales and stages that define gameplay. And at the core of any strong game development team are the level designers: the people who create the spaces and environments that you move through while playing the game. And because level design doesn't require a

fine arts or programming degree, it's one of the best avenues into a career in game development. *Level Design for Games: Creating Compelling Game Experiences* is the definitive guide to level design, both for aspiring game developers, and for industry pros looking for practical, best-practice tips and advice.

With over ten years of experience with some of the industry's top developers, Phil Co starts the reader at the very beginning of the

game development process, explaining the level designer's role in the all-important preproduction phase. Co then moves into the

production phase, using a fictional level to demonstrate how to create and refine your level.

Packed with screenshots, diagrams, and real-world examples, this book gives you all the tools you need to build your own professional-grade

level, including level narratives, descriptions, diagrams, and templates. Chapter assignments help you practice what you've learned, and the demo of Epic's UnrealEngine2 Editor (UnrealEd), included on the companion CD-ROM, gives you hands-on experience

with an industry-standard tool.

Phil Co has a degree in architecture from the University of Virginia but opted instead for a career in video games. Starting out as a tester at SEGA, he's been a level designer since 1996 for some of the best-regarded game developers in the industry, including Cyclone Studios, Blizzard, and Valve Software, makers of the hugely popular "Half-Life" series. Phil lives in Seattle with his wife and son.

"Anyone interested in a level design career should read this book. Phil does an excellent job covering all

the aspects of level design across several game genres."

—Rob Pardo, Vice President of Game Design,

Blizzard Entertainment

"An indispensable guide to the theory, process, and practice of level design."

—Robin Walker, Designer, Valve Software

"This book contains a wealth of valuable information for anyone interested in Level Design. It is one of the few books I would recommend to my gaming students."

—Todd Robinson, Game Design Instructor,

Academy of Art University, San Francisco

作者介绍:

作者Phil

Co具有维吉尼亚大学的建筑学学位，但是他选择了开发电子游戏作为自己的职业。最初在世嘉游戏公司作为测试员。从1996年开始，他成为关卡设计师并在一些最受推崇的游戏开发团队里工作，包括Cyclone工作室、暴雪公司以及Valve Software公司，是极受欢迎的《半条命》系列游戏的开发者之一。

译者姚晓光，npc6.com网创始人，曾就职于盛大网络盛锦娱乐游戏研发公司常务副总经理，游戏首席执行制作人：监制回合MMORPG《幻灵游侠》；监制大陆第一款真3D商业网游《神迹》；编译《网络游戏开发》一书并被选为游戏研发教材。

目录:

[Level Design for Games\\_ 下载链接1](#)

标签

游戏制作

Design

游戏策划

关卡设计

for

Level

Games

设计

评论

-----  
[Level Design for Games\\_下载链接1](#)

## 书评

曾经看过这本书的原版，关于基本概念和地形的几章尤其好。后面的有些单薄了。可以和虚幻2/3的官方（3DBUZZ）教材配合看。当然，关卡设计和其他Design类的工作相同，光看书没有用，还必须要熟练使用关卡设计工具；明确游戏设计框架；懂得如何与程序/美术/动画/制作人协调；最后...

-----  
这本书我买过2本了。第一本在我离开元火的时候送给下属了。这一本是到新公司后买来做培训教材用的。该书的内容前面很实用；后面太过专业。不过嘛，一本书，哪怕只有1章有用，那也体现了他的价值。

-----  
信息流投放过程中，5大因素影响落地页转化。  
在产品运营中，激活用户阶段，我们应该主要做好以下三方面的工作：  
1、通过埋点等手段收集新用户人群画像及用户行为轨迹，创建转化漏斗模型。  
2、通过数据，帮助用户更快体验产品亮点，满足用户需求，促进产品传播；  
3、观察活跃用...

-----  
首先讲讲错误吧，一般我都是在最后才讲编误的，但这次例外一下，因为错误居然就在封面上。先给你们三分钟找一下，好了，那么快就找到了，正确的书名应该是Level Design for Games，版权页里面也是写的Games，偏偏封面印错了，怪只能怪封面设计的人了。封面设计是谁，封底有名...

-----  
[Level Design for Games\\_下载链接1](#)