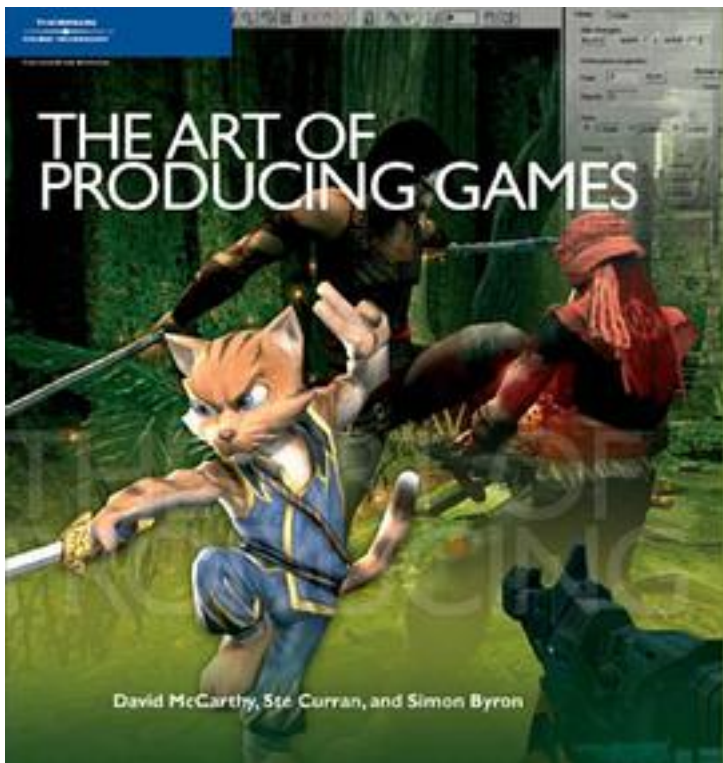


The Art of Producing Games



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出版者:Course Technology Ptr

出版时间:2005-4

装帧:Pap

isbn:9781592006113

"Game Art" analyzes everything that goes into designing and building a successful videogame. Every stage of the process is dissected and examined-from initial concepts, sketches, and storylines, through early prototypes built for testing gameplay, to the full-scale production of all the component elements-script, storyboards, screenplay, graphics, video, music, sound effects, code, and so on. It lifts the lid on a number of typical game-development studios and explains what every member of the creative team does, including how their roles interact and overlap. "Game Art" features Q&A interviews with some of the world's leading game designers, artists, programmers, and

production gurus, painting a comprehensive picture of what it is like to design and build a modern videogame.

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