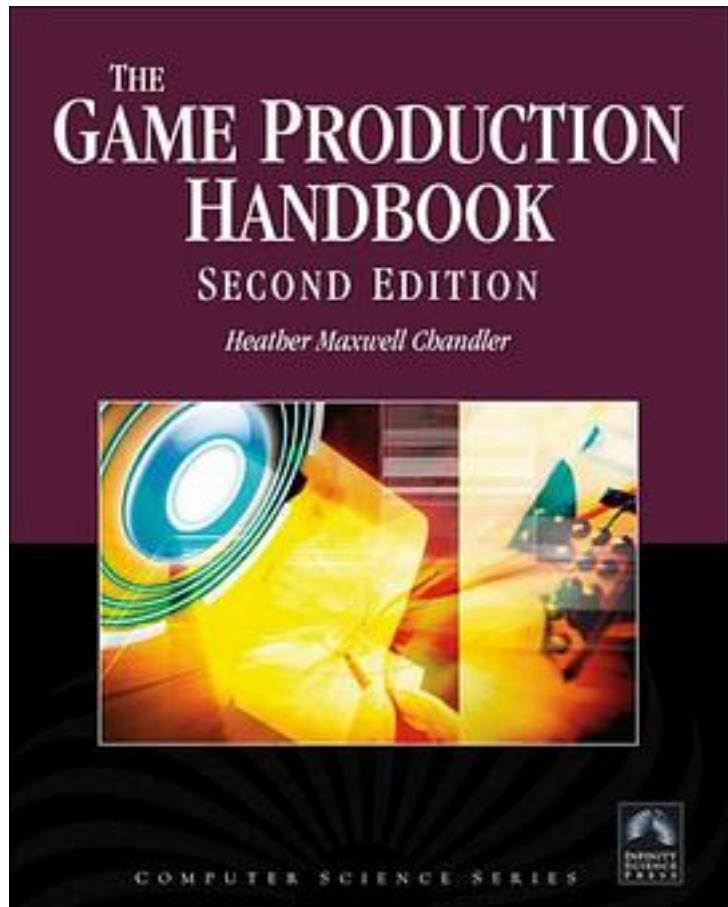


# Game Production Handbook



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The Game Production Handbook, Second Edition will present information that a producer, lead, or studio manager needs to know in order to successfully develop a game from concept to gold master. The general game development topics such as pre-production, production, testing, and code release will be covered, along with more

specific topics such as how to organize voice-over and mo-cap shoots, creating cinematics, working with marketing, localizations, working with external contractors, writing documentation, and project management practices. New material includes additional information on project and personnel management, new technologies, online gaming issues and middleware, and updated examples from next-generation games. It includes new interviews with industry experts who will discuss insider knowledge and real world examples of what works and what doesn't work in game development. A fictitious game project is used to fully illustrate the production cycle, documentation, and other production concepts. The book has a CD-ROM that includes all the templates/forms, so anyone can immediately apply the principles discussed in the book. An Instructor Resource Kit will be available for use as a textbook.

作者介绍:

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标签

游戏设计,游戏策划,游戏开发,游戏,应用

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评论

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