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Autore	Pearl John, author
Titolo	Becoming a video game artist : from portfolio design to landing the job / / John Pearl
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ISBN	9781317579588 1317579585 9781315740287 1315740281 9781317579595 1317579593
Edizione	[1st ed.]
Descrizione fisica	1 online resource (248 pages) : color illustrations
Disciplina	776 776.023
Soggetti	Computer games - Design Computer games - Programming Video games - Design Games development and programming
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	An A K Peters book.
Nota di contenuto	Introduction -- General concepts and skills -- Introduction to being an animator -- Introduction to being a character artist -- Introduction to being a concept artist -- Introduction to being an environment artist -- Introduction to being technical artist -- Introduction to being a user interface artist -- Introduction to being a visual effects artist -- General portfolio theory and application -- Crafting an animation portfolio -- Crafting a character art portfolio -- Crafting an concept art portfolio -- Crafting an environmental art portfolio -- Crafting a technical art portfolio -- Crafting a user interface artist portfolio -- Crafting a visual effects art portfolio -- Application and interviewing.
Sommario/riassunto	This book helps artists refine their portfolio to get a job in the game industry and grow into a well-rounded game developer. There are a lot

of resources that lack the depth of walking through the preparation, application and starting of a career in games. There is a lot of "what to put in your portfolio" articles out there, however there aren't a lot of comprehensive ones that go into the "why". There are even fewer resources on what to expect when you get "the call" and how to handle the interview process and even fewer yet of what to expect once you get in. How do you present your portfolio in the best light? How do you prepare for an interview? How to you make the best career decisions?.