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Nota di contenuto	Front Cover; Cinematic Game Secrets for Creative Directors and Producers; Copyright Page; Contents; Introduction; What is Cinematic?; Part 1: Game Industry Primer; Chapter 1.The Production Process; 1.1 Lifecycle of a Video Game; 1.2 Types of Games; 1.3 Brainstorming and Initial Decisions; 1.4 Using Game Theory; Interview,Game Design and Theory: Noah Falstein, Game Developer Magazine; Chapter 2. Understanding Preproduction; 2.1 Script Development; 2.2 Hiring the Crew; 2.3 Learning to Scrum; 2.4 Iterative and Waterfall Development Models; 2.5 Project Management; 2.6 Budgeting; 2.7 Scheduling Interview: Warren Spector, Founder, Junction Point StudiosChapter 3. Production in the Game Industry; 3.1 Technology and Tools; 3.2 Design Production; 3.3 Art Production; 3.4 Engineering Production; 3.5 The Team; 3.6 Sound Design; 3.7 Motion Capture and Voiceover; 3.8 Testing and Quality Assurance; Interview: Ray Pena, Senior Animator, Spacetime Studios; Chapter 4. Postproduction; 4.1 Code Release and Gold Master; 4.2 Builds and Localization; 4.3 Marketing and PR; 4.4 Rating Systems, Demos, and Guides; 4.5 Archiving; Interview: Ron

Burke, Director/Founder of GamingTrend

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Sommario/riassunto

Cinematography for Games covers the space between the game and film industries by pointing out the most relevant cinematic techniques in today's hottest games, and including interviews with the game industry's greatest luminaries (including Will Wright: Sims legend, Harvey Smith, legendary game Deus Ex, Warren Spector creator of one of the original game companies, Origin). The convergence of games and film is a widely discussed and debated topic in the game industry. Many major publishers, along with some high-profile directors (John Woo, James Cameron, Steven S
