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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Intro -- About the Author -- Acknowledgments -- Contents at a Glance -- Table of Contents -- Introduction -- Game Art Sources -- Game Textures: The Basics -- Advanced Texture Creation and Management -- Logos: The Essence of Your Project -- Menus and Interfaces: The Gateways to the Game World -- Automating Texture Creation -- World Building -- The Game World Editor -- Game World Geometry -- Creating a Game World -- Adding Models to Your World -- Lighting the World -- The Reality Factory -- Game Art Resources -- Index.