

1. Record Nr.	UNINA9910963591303321
Autore	Appleoff Lyons Sandy, author
Titolo	Costume design for video games : an exploration of historical and fantastical skins / / edited by Sandy Appleoff Lyons
Pubbl/distr/stampa	Boca Raton : , : CRC Press, , 2019 London : , : Bloomsbury Publishing (UK), , 2023
ISBN	9781351618175 1351618172 9781351618168 1351618164 9781315111148 1315111144
Edizione	[First edition.]
Descrizione fisica	1 online resource
Disciplina	794.8
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	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Pipeline Costumes for Games / Gavin Rich -- Style Sheets / Sandy Appleoff Lyons -- Thoughts on Character Design / Lou Police -- 4 Design / Sandy Appleoff Lyons -- Immortals and the Creative Process / Sandy Appleoff Lyons -- Draping / Sandy Appleoff Lyons -- Research / Sandy Appleoff Lyons and Jennifer Martinez Wormser -- Translation into 3D / Sandy Appleoff Lyons, Jaime Stagg, and Anna Sakoi -- Egypt and Mesopotamia (3000-600 BC) / Sandy Appleoff Lyons -- Minoan and Greek (2900-300 BC) / Sandy Appleoff Lyons -- Etruscan and Roman (800 BC-AD 400) / Sandy Appleoff Lyons -- Byzantine/Early Medieval (AD 300-1300) / Sandy Appleoff Lyons -- Late Middle Ages (AD 1300-1500) / Sandy Appleoff Lyons -- Italian Renaissance (1400-1600) / Sandy Appleoff Lyons -- Northern Renaissance (AD 1500-1600) / Sandy Appleoff Lyons.

Sommario/riassunto

"Researching costume and character development pertaining to plots, scenarios and visionable goals, while exploring silhouettes, draping and aesthetics of era in the context of the human experience, both real and imaged. This survey of costume design for the video game market includes an exploration of the aesthetics of historical, fantasy and futuristic influences. Supporting solid process for creative problem solving as it applies to costume design and the design principles applied. This is uniquely done through a reader project, which in turn builds and implements research skills and the creation of authentic designs"--
