

1. Record Nr.	UNINA9910964518103321
Autore	Mitchell Briar Lee
Titolo	Game design essentials / / Briar Lee Mitchell
Pubbl/distr/stampa	Indianapolis, Ind., : John Wiley & Sons, 2012
ISBN	9786613651198 9781118239339 1118239334 9781280674266 1280674261 9781118226094 1118226097
Edizione	[1st ed.]
Descrizione fisica	1 online resource (322 p.)
Collana	Serious skills
Disciplina	794.81 794.816693
Soggetti	Video games - Design
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Game Design Essentials; Acknowledgments; About the Author; Contents at a Glance; Contents; Introduction; Who Should Read This Book; What Is Covered in This Book; Chapter 1: Game Design Origins; What Is a Game?; History: Going Way Back; Going Electronic; And Now We Are Digital; The Essentials and Beyond; Chapter 2: Gameplay Styles; What Defines a Gameplay Style?; Clustering Game Types; Playing for Fun and to Learn; Entertainment Software Rating Board; The Essentials and Beyond; Chapter 3: Core Game Design Concepts; Writing the Game; Creating the Characters; Designing Props Creating Environments Understanding the Basics of Animation; Understanding Cinematics and Cutscenes; The Essentials and Beyond; Chapter 4: Visual Design; Developing Concept Art; Previsualization; The Essentials and Beyond; Chapter 5: Detailed Development of Visuals; Overview of Designing Graphics; 3D Models; Color, Texture, and Lighting; Animation; The Essentials and Beyond; Chapter 6: Navigation and Interfaces; Guides for the Player; Interface Design; Testing!; The Essentials and Beyond; Chapter 7: Designing Levels and the Game

Design Document; Level Design; Spatial Design
Hub-and-Spoke DesignThe Game Design Document; The Essentials and Beyond; Chapter 8: Sound; Organization and Planning; Music; Ambient Sound; Sound Effects; Speech; Sound-Based Computer Games; The Essentials and Beyond; Chapter 9: Job Descriptions, Game Tracking, and Legal Issues; Job Descriptions; Pipelines; Tracking Progress; Copyrights and Licenses; The Essentials and Beyond; Chapter 10: Distribution and Marketing; Platforms; Online; Using Games for Marketing; Marketing of Games; The Essentials and Beyond; Appendix A: Answers to Review Questions; Chapter 1; Chapter 2; Chapter 3; Chapter 4
Chapter 5Chapter 6; Chapter 7; Chapter 8; Chapter 9; Chapter 10; Appendix B: Education, Training, and Working in Games; Education; Getting Started in the Field; Applying for Jobs and Internships; Networking; Appendix C: Game Design Document; Red Harvest Overview; Player Characters; Narrative; Levels; Interface-HUD; Index

Sommario/riassunto

An easy-to-follow primer on the fundamentals of digital game design
The quickly evolving mobile market is spurring digital game creation into the stratosphere, with revenue from games exceeding that of the film industry. With this guide to the basics, you'll get in on the game of digital game design while you learn the skills required for storyboarding, character creation, environment creation, level design, programming, and testing. Teaches basic skill sets in the context of current systems, genres, and game-play stylesDemonstrates how to design for different sectors withi
