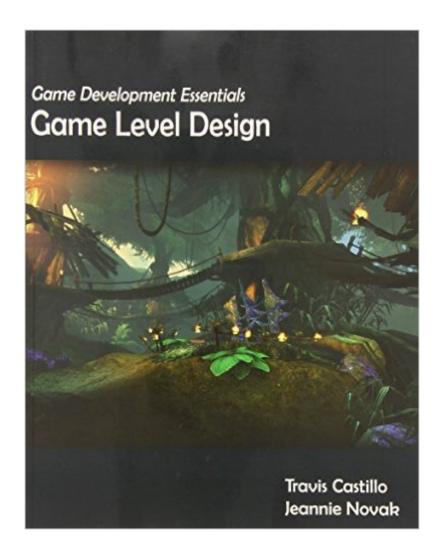
The book was found

Game Development Essentials: Game Level Design





Synopsis

Learn how to design game levels for the next generation of game engines with Game Development Essentials: Game Level Design. This book takes the reader on a creative journey that starts at a conceptual beginning and arrives at a polished end. Through this journey, you will learn the process of designing compelling worlds that immerse the player in interactive environments created from your imagination. Visceral worlds that tell a story through their aesthetics are combined with a refined design that allows the player to flow through a level. Learn to draw inspiration from the world around you and translate your ideas into playable game worlds!

Book Information

Series: Game Development Essentials

Paperback: 336 pages

Publisher: Cengage Learning; 1 edition (May 7, 2008)

Language: English

ISBN-10: 1401878644

ISBN-13: 978-1401878641

Product Dimensions: 7.9 x 0.7 x 9.9 inches

Shipping Weight: 1.8 pounds (View shipping rates and policies)

Average Customer Review: 4.2 out of 5 stars Â See all reviews (6 customer reviews)

Best Sellers Rank: #1,009,156 in Books (See Top 100 in Books) #143 in Books > Computers &

Technology > Games & Strategy Guides > Game Design #1243 in Books > Textbooks >

Computer Science > Graphics & Visualization #1816 in Books > Computers & Technology >

Programming > Graphics & Multimedia

Customer Reviews

Descent Book but essentially its kind of padded like the rest in the series and talks about things that are off subject and not relevant in my opinion. Still a good buy and offers some descent knowledge for the low price I paid.

So, here's the deal with the Game development essentials' books... The author and her co-writers sometimes cover some of the very same topics in different books... (I've read more than one of them) Not only that, these series often try to cover everything about game production, from the very first game consoles to the concept phase of game production (today), to most things done during the pre-production stage, to production, etc...Simply put, they talk about everything and they have

good things to say about everything, but NOTHING GREAT about anything...Overall, these books talk about game production in a very glamorous way, simplify everything and make it all seem simple, when in reality they're not. I'm a recent Game Production alumni myself, (which is why I'd purchased some of these books) so I know a thing or two about games ;)So, if you want very general/basic information on the topic, this book would be good for you. If you actually (and seriously) really want to learn about Game Level Design and more, look elsewhere.

Had to use this for a Game Design class. I had one of those classes where the teacher was thrown into teaching it, and just relied on the book to be the teacher instead. Well, it did a great job. If you're not required to buy it for a class, I still recommend it. I earned my cert and went away from Game Design, but if I need to go back to review level design or something, I'll reference this.

Download to continue reading...

Game Development Essentials: Game Level Design Algorithms: C++: Data Structures, Automation & Problem Solving, w/ Programming & Design (app design, app development, web development, web design, jquery, ... software engineering, r programming) SWIFT: PROGRAMMING ESSENTIALS (Bonus Content Included): Learn iOS development! Code and design apps with Apple's New programming language TODAY (iOS development, swift programming) Packaging Essentials: 100 Design Principles for Creating Packages (Design Essentials) Modern Essentials Bundle - Modern Essentials *7th Edition* a Contemporary Guide to the Therapeutic Use of Essential Oils, an Intro to Modern Essentials, Reference Card, and Aroma Designs Bookmark Prepper Essentials: Prepper Essentials What Every Survivalist Needs To Know When Building The Ultimate SHTF Stockpile (Survival Handbook, DIY, Emergency ... Essentials Books, Emergency Prepared) WordPress Web Design Made Easy: Intermediate Level - (Part II of Wordpress Made Easy Series): Designed with the latest version of WordPress 4.5.3 - (Intermediate Level) - Also includes bonus material Android: App Development & Programming Guide: Learn In A Day! (Android, Rails, Ruby Programming, App Development, Android App Development, Ruby Programming) Android: Programming & App Development For Beginners (Android, Rails, Ruby Programming, App Development, Android App Development) Personal Development: 5 Book Collection (Self Help, Personal Development, Self Development) DSP Architecture Design Essentials (Electrical Engineering Essentials) Essentials of Online Course Design: A Standards-Based Guide (Essentials of Online Learning) Feng Shui: Wellness and Peace- Interior Design, Home Decorating and Home Design (peace, home design, feng shui, home, design, home decor, prosperity) Kobold Guide to Board Game Design (Kobold Guides to Game Design Book 4) Level Design for Games: Creating

Compelling Game Experiences Teacher Created Materials - TIME For Kids Informational Text:

Straight Talk: Drugs and Alcohol - Grade 4 - Guided Reading Level R (Time for Kids Nonfiction Readers: Level 4.5) First Little Readers Parent Pack: Guided Reading Level C: 25 Irresistible Books

That Are Just the Right Level for Beginning Readers Write Great Code, Volume 2: Thinking

Low-Level, Writing High-Level Teacher Created Materials - TIME For Kids Informational Text:

Demonios de la profundidad (Demons of the Deep) - Grade 5 - Guided Reading Level T (Time ...

Readers: Level 5.0) (Spanish Edition) Teacher Created Materials - TIME For Kids Informational

Text: Insectos constructores (Bug Builders) - Grade 4 - Guided Reading Level Q (Time for Kids Nonfiction Readers: Level 4.1) (Spanish Edition)

Dmca