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Game Art For Teens (Game Development Series)

Synopsis

"Game Art for Teens" is an instructional book for beginners, instructing them in the creation of art for games. The ideal follow-up to "Game Programming for Teens" (1592000681), this book assumes no prior knowledge. It contains several step-by-step projects covering character modeling and animation, world and level creation, special effects, and art for 2D games. It focuses on 3D model building, texturing, and animation along with traditional 2D painting and photo manipulation. It also includes software tools for the student to use with the projects.

Book Information

Series: Game Development Series

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Customer Reviews

Les Pardew is a recognized leader in the world of interactive entertainment. He is a video game and entertainment industry veteran with more 20 years of industry experience. His artwork credits encompass film and video production, magazine and book illustration, and more than 100 video game titles, including numerous market-leading choices. Les has also authored or co-authored 13 books on game art and game design for teens, digital art and 2D and 3D animation, drawing, and virtual models. Les started his career in video games doing animation for Magic Johnson Fast Break Basketball for the Commodore 64, He went on to help create several major games, including Robin Hood Prince of Thieves, Star Wars, Wrestle Mania, NCAA Basketball, Stanley Cup Hockey, Jack Nicklaus Golf, Where in the World/USA is Carmen Sandiego?, StarCraft Brood Wars, Rainbow Six, Cyber Tiger Woods Golf, and many others. An accomplished instructor, Les has taught numerous

art and business courses, including teaching as an adjunct faculty member at Brigham Young University's Marriott School of Management. As a business leader, Les has founded two separate game development studios. He is also a favorite speaker at video game conferences and events.

I bought this for my 16 yr old who is interested in game art. He is excited that he has already finished the first task in the book and is thinking about what he's going to do with the next few chapters.The only problem with the book is the CD that comes with it has the old version of the student 3D program on it and we couldn't get a registration key from the website for the older version. We ended up loading the newer version free from the webite, which is great, but some of the button references are different in the new program than how they are explained in the book. He's cool with it and has figured out how to find what he needs. He says the book is very informative and has helped him to understand the 3D art a lot better and he can already see in games how some of the things are put together.This book has been a good buy for us and a good investment in keeping our son interested in learning more about game art.

It is very difficult to not score well, I ground appreciate the hard work of writers. I have not much to say with my bad English.

So far this is a very good book... except the figures inthe book are too small.Eg, "Create a polygon cube of the dimensions shown inFigure XX.XX" is given though the image is so smallthat you can't read the numbers. The sliders are helpfulfor some figures giving a hint at what the number should be.Suggestions as to fix this problem are as follows. Thisfont size problem which if it was present in the firstversion really should have been fixed in this 2nd version.1) Use a magnifying glass but it's still too small toread. You can see things like slider position and vertexposition though.2) Scan a page with 300dpi or 500dpi but the quality ofthe printed figure isn't good enough for you to read thescanned version. And it takes too long to scan at that dpi.3) Put the figure images up on a website like the author'swebsite or publisher.4) Put the figure images on the CD that accompanies thebook. There's probably plenty of room on the CD.But the pros of small figures is that you press everywidget on the user interface relating to the figure...That as compared with just entering the numbers if areadable figure.

In order to get through the tutorials make sure you do them in order cause much instruction is left out in the later tutorials as well as some in the earlier chapters. Much of my time was spent

guessing which steps to take which is fine except for the fact that it says User Level: BEGINNING/INTERMEDIATE on the back cover. The figure font point sizes are considerably close to zero which left me guessing as to the recommended values to enter into the fields. All in all, I'm giving this coffee table book * due to the fact that improvements weren't made in the second edition in regards to the illegible figures, but hey at least I got a 30% discount from Border's, a renewed interest in Maya and a half-butted racetrack.

I really rate this book, i am a professional game developer and trainer and i just think this book is amazing. It is really good quality, the explanations are clear and it covers all the necessary material as it should be.It is an excellent Maya set of tutorials and is cheap and in full color (some of the pics are a little small, slight complaint)Only real gripe is that the title is wrong, i would have like to have seen some of the art brought into a game engine. But will give it 5 stars anyway as i like it so much

This book was required in one of my classes. I learned absolutely nothing from the book as it is incomplete and lacks an up to date methods of doing things. If you are thinking about getting this book, don't. There are so many free tutorials online that will give you any knowledge you are looking for.

Game Art for Teens (Game Development Series) The Ultimate Audition Book For Teens Volume XIII: 111 One-Minute Monologues - Active Voices (The Ultimate Audition Book for Teens) (The Ultimate Audition Book for Teens 13, Young Actors Series) The Ultimate Audition Book for Teens Volume VI: 111 One-minute Monologuesfor Teens by Teens (Young Actors Series) Game of Thrones: 100 Question Trivia Game For True Fans (Epic Fantasy Series, Game of Thrones Books, Game of Thrones, Fantasy Books) (Epic Fantasy, Fantasy ... TV, TV Guide, Game of Thrones Book) Game Programming for Teens (Premier Press Game Development) 3D Game Programming for Teens (For Teens (Course Technology)) Phaser.js Game Design Workbook: Game development guide using Phaser JavaScript Game Framework The Ultimate Audition Book for Teens Volume 13: 111 One-Minute Monologues - Active Voices (The Ultimate Audition Book for Teens 13, Young Actors Series) Maze Puzzle Games Book: Brain Challenging Maze Game Book for Teens, Young Adults, Adults, Senior, Large Print, 1 Game per Page, Random Level Included: Easy, Medium, Hard Sexual Health Information for Teens: Health Tips about Sexual Development, Human Reproduction, and Sexually Transmitted Diseases (Teen Health Series) Smart but Scattered Teens: The "Executive Skills" Program for Helping Teens Reach Their Potential The Executive Functioning

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