

2d Game Art Book

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2D Apple Games by Tutorial at Raywenderlich Com Team 2016-12-14

Learn How to Make 2D Games for iOS, tvOS, watchOS and macOS! Learn how to make games for all the major Apple platforms in Swift, using Apple's built-in 2D game framework: Sprite Kit. Through a series of mini-games and challenges, you will go from beginner to advanced and learn everything you need to make your own game! By the time you're finished reading this book, you will have made 6 complete mini-games, from an action game to a puzzle game to a tower defense game! Topics Covered in 2D Apple Games by Tutorials Sprites: Get started quickly and get your images onto your screen. Manual Movement: Move sprites manually with a crash course on 2D math. Actions: Learn how to move sprites the "easy way" using SpriteKit actions. Scenes and Transitions: Make multiple screens in your app and move between them. Camera: Use Sprite Kit's built-in camera to control your view. Labels: Learn how to display text for lives, scores and more in your game. Physics: Add realistic physics behavior into your games. Beyond Sprites: Add video nodes, core image filters, and custom shapes. Particle Systems: Add explosions, star fields, and other special effects. Adding "Juice" Take your game from good to great by polishing it until it shines. Online Gaming: Add multiplayer features to your game with Apple's Game Center. Tile Maps: Make games that use tile maps with obstacles, power-ups, and more. tvOS: Learn how to port your game to the Apple TV and work with the remote. watchOS: Take advantage of the unique features of the Apple Watch. macOS: Learn how to bring 2D gaming to the desktop. And much more, including a bonus chapter on creating your own 2D game art!

Holistic Game Development with Unity - Penny De Byl 2012

The art of programming mechanics -- Real world mechanics -- Animation mechanics -- Game rules and mechanics -- Character mechanics -- Player mechanics -- Environmental mechanics -- Mechanics for external forces.

Grid Sketch Notebook for Game Developers - Pixel Art - a 64x64 Sketchbook for Gamedev Illustrations - 2D Publishing 2020-01-21

A 64x64 grid notebook with room for notes at the bottom of each page. This sketchbook is for graphics designers to improve their pixel design skills for video game development. The space and planetary cover design makes this notebook ideal for men, women and children alike.

The Art of Game Design - Jesse Schell 2008-08-04

Anyone can master the fundamentals of game design - no technological expertise is necessary. The Art of Game Design: A Book of Lenses shows that the same basic principles of psychology that work for board games, card games and athletic games also are the keys to making top-quality videogames. Good game design happens when you view your game from many different perspectives, or lenses. While touring through the unusual territory that is game design, this book gives the reader one hundred of these lenses - one hundred sets of insightful questions to ask yourself that will help make your game better. These lenses are gathered from fields as diverse as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, writing, puzzle design, and anthropology. Anyone who reads this book will be inspired to become a better game designer - and will understand how to do it.

Learn Unity for 2D Game Development - Alan Thorn 2013-10-08

2D games are everywhere, from mobile devices and websites to game consoles and PCs. Timeless and popular, 2D games represent a substantial segment of the games market. In Learn Unity for 2D Game

Development, targeted at both game development newcomers and established developers, experienced game developer Alan Thorn shows you how to use the powerful Unity engine to create fun and imaginative 2D games. Written in clear and accessible language, Learn Unity for 2D Game Development will show you how to set up a step-by-step 2D workflow in Unity, how to build and import textures, how to configure and work with cameras, how to establish pixel-perfect ratios, and all of this so you can put that infrastructure to work in a real, playable game. Then the final chapters show you how to put what you've already made to work in creating a card-matching game, plus you'll learn how to optimize your game for mobile devices. What you'll learn How to create a 2D workflow in Unity Customizing the Unity Editor How to generate atlas textures and textured quads Animation effects and camera configuration Handling user input Creating a game from start to finish Optimizing for mobile devices Who this book is for Game development students and professionals, indie developers, game artists and designers, and Unity developers looking to improve their workflow and effectiveness. Table of Contents 1. Unity Basics for 2D Games 2. Materials and Textures 3. Quick 2D Workflow 4. Customizing the Editor with Editor Classes 5. Procedural Geometry and Textured Quads 6. Generating Atlas Textures 7. UVs and Animation 8. Cameras and Pixel Perfection 9. Input for 2D Games 10. Getting Started with a 2D Game 11. Completing the 2D Card Game 12. Optimization 13. Wrapping Things Up

Hands-On Game Development Without Coding - Lucas Bertolini 2018-11-30

Develop your own games with Unity 2D/3D Game Kit and use it for your presentations, kids education, level design, game design, proofs of concept, or even just for fun! Key Features Build your first ever video game using Unity 2D/3D Game kit Learn how to create game levels, adding props, giving behaviours to objects and working on gameplay Step by step instructions on creating your own AI enemy and interacting with it Book Description Hands-On Game Development without Coding is the first Visual Scripting book in the market. It was tailor made for a non programming audience who are wondering how a videogame is made. After reading this book you will be able to develop your own 2d and 3d videogames and use it on your presentations, to speed up your level design deliveries, test your game design ideas, work on your proofs of concept, or even doing it just for fun. The best thing about Hands-On Game Development without Coding is that you don't need any previous knowledge to read and understand the process of creating a videogame. It is our main focus to provide you with the opportunity to create a videogame as easy and fast as possible. Once you go through the book, you will be able to create player input interaction, levels, object behaviours, enemy AI, creating your own UI and finally giving life to your game by building it. It's Alive! What you will learn Understanding the Interface and kit flow. Comprehend the virtual space and its rules. Learning the behaviours and roles each component must have in order to make a videogame. Learn about videogame development Creating a videogame without the need of learning any programming language Create your own gameplay HUD to display player and Enemy information Who this book is for This book is for anyone who is interested in becoming a game developer but do not possess any coding experience or programming skills. All you need is a computer and basic software interface knowledge.

Game Programming Patterns - Robert Nyström 2014-11-03

The biggest challenge facing many game programmers is completing their game. Most game projects fizzle out, overwhelmed by the complexity of their own code. Game Programming Patterns tackles that exact problem. Based on years of experience in shipped AAA titles, this book collects proven patterns to untangle

and optimize your game, organized as independent recipes so you can pick just the patterns you need. You will learn how to write a robust game loop, how to organize your entities using components, and take advantage of the CPUs cache to improve your performance. You'll dive deep into how scripting engines encode behavior, how quadtrees and other spatial partitions optimize your engine, and how other classic design patterns can be used in games.

Game Anim - Jonathan Cooper 2021-04-19

The second edition of Game Anim expands upon the first edition with an all-new chapter on 2D and Pixel Art Animation, an enhanced mocap chapter covering the latest developments in Motion Matching, and even more interviews with top professionals in the field. Combined with everything in the first edition, this updated edition provides the reader with an even more comprehensive understanding of all areas of video game animation - from small indie projects to the latest AAA blockbusters. Key Features • New 2nd Edition Content: An all-new chapter on 2D and Pixel Art Animation, Motion Matching, and more • 20 Years of Insight: Accumulated knowledge from 2 decades of experience in all areas of game animation. • The 5 Fundamentals: Reinterprets the classic 12 animation principles and sets out 5 new fundamentals for great game animation. • Full Production Cycle: Walks through every stage of a game production from the animator's perspective. • Animator Interviews: Notable game animators offer behind-the-scenes stories, tips, and advice. • Free Animation Rig: Free "AZRI" maya rig, tutorials and other resources on the accompanying website: www.gameanim.com/book About The Author Jonathan Cooper is an award-winning video game animator who has brought virtual characters to life professionally since 2000, leading teams on large projects such as the Assassin's Creed and Mass Effect series, with a focus on memorable stories and characters and cutting-edge video game animation. He has since focused on interactive cinematics in the latest chapters of the DICE and Annie award-winning series Uncharted and The Last of Us. Jonathan has presented at the Game Developers Conference (GDC) in San Francisco and at other conferences across Canada and the United Kingdom. He holds a Bachelor of Design honors degree in animation.

Mastering Unity 2D Game Development - Second Edition - Ashley Godbold 2016-11-30

Learn everything you need to know to build a 2D game using Unity 5 by developing a complete RPG game framework! About This Book* Explore the new features of Unity 5 and recognize obsolete code and elements.* Develop and build a complete 2D retro RPG with a conversation system, inventory, random map battles, full game menus, and sound.* This book demonstrates how to use the new Unity UI system effectively through detailed C# scripts with full explanations. Who This Book Is For This book is for anyone looking to get started developing 2D games with Unity 5. If you're already accomplished in Unity 2D and wish to expand or supplement your current Unity knowledge, or are working in 2D in Unity 4 and looking to upgrade Unity 5, this book is for you. A basic understanding of programming logic is needed to begin learning with this book, but intermediate and advanced programming topic are explained thoroughly so that coders of any level can follow along. Previous programming experience in C# is not required. What You Will Learn* Work with 2D sprite assets from importing and animation to physics and programming.* Write beginner to advanced level C# code using MonoDevelop.* Create a 2D game in Unity 5 by developing a complete retro 2D RPG.* Implement the new UI system effectively and beautifully.* Publish, monetize, and advertise a game on multiple platforms. In Detail The inclusion of 2D support in Unity has brought 2D games back to the forefront of the gaming industry, with indie game developers and hobbyists finding 2D creation and development easier than ever. This book will help you master the 2D features available in Unity 5 by walking you through the full development of a retro 2D RPG. You will see by example how to work with 2D art assets, create C# scripts, develop animations, and implement Unity's new and improved UI tools. You will learn how to program, develop, and animate a conversation system, a battle system, and an inventory system all using the new and improved Unity UI and 2D animation tools. After completing this book, you will have the knowledge necessary to develop, build, deploy, and sell 2D games of any genre!

The Art of Cuphead - Studio MDHR 2020-03-17

Get transported back to the golden age of 1930s animation with an art book celebrating the acclaimed run & gun game, Cuphead! Each page of this curated collection of artwork is designed to capture the vintage look and feel of the 1930's. Take a gander at the game's traditional hand-drawn frame-by-frame animation. Peek at the early concepts, production work, and early ideas that went into the making of Cuphead's

characters, bosses, stages and more including never-before-seen content from the upcoming DLC! Relive the most cherished and challenging moments of Cuphead and Mugman's adventure to reclaim their souls from The Devil, all in a way you've never seen before! Guided by personal insights from game directors Chad and Jared Moldenhauer, take a one-of-a-kind trip through the Inkwell Isles and discover an all-new appreciation for Cuphead's animation style and challenging retro gameplay. Dark Horse Books and Studio MDHR are thrilled to present The Art of Cuphead! This vintage-style art extravaganza is the perfect book for fans of Cuphead!

Developing 2D Games with Unity Jared Halpern 2018-11-28

Follow a walkthrough of the Unity Engine and learn important 2D-centric lessons in scripting, working with image assets, animations, cameras, collision detection, and state management. In addition to the fundamentals, you'll learn best practices, helpful game-architectural patterns, and how to customize Unity to suit your needs, all in the context of building a working 2D game. While many books focus on 3D game creation with Unity, the easiest market for an independent developer to thrive in is 2D games. 2D games are generally cheaper to produce, more feasible for small teams, and more likely to be completed. If you live and breathe games and want to create them then 2D games are a great place to start. By focusing exclusively on 2D games and Unity's ever-expanding 2D workflow, this book gives aspiring independent game developers the tools they need to thrive. Various real-world examples of independent games are used to teach fundamental concepts of developing 2D games in Unity, using the very latest tools in Unity's updated 2D workflow. New all-digital channels for distribution, such as Nintendo eShop, Xbox Live Marketplace, the Playstation Store, the App Store, Google Play, itch.io, Steam, and GOG.com have made it easier than ever to discover, buy, and sell games. The golden age of independent gaming is upon us, and there has never been a better time to get creative, roll up your sleeves, and build that game you've always dreamed about. Developing 2D Games with Unity can show you the way. What You'll Learn Delve deeply into useful 2D topics, such as sprites, tile slicing, and the brand new Tilemap feature. Build a working 2D RPG-style game as you learn. Construct a flexible and extensible game architecture using Unity-specific tools like Scriptable Objects, Cinemachine, and Prefabs. Take advantage of the streamlined 2D workflow provided by the Unity environment. Deploy games to desktop Who This Book Is For Hobbyists with some knowledge of programming, as well as seasoned programmers interested in learning to make games independent of a major studio.

Structura 3 - Sparth 2015-02-15

Collects images from HALO, books covers, and personal science fiction pieces with tutorials focusing on specific Photoshop techniques.

Core HTML5 2D Game Programming - David Geary 2014-06-30

Game programming offers a wealth of creative and business opportunities, and it's never been more accessible. In Core HTML5 2D Game Programming, best-selling author David Geary shows you how to use freely available browser tools and open source resources to create video games that run in desktop browsers and on mobile devices. Geary walks you step by step through every aspect of implementing a sophisticated arcade-style game entirely from scratch, without using proprietary game frameworks. Packed with code, this full-color tutorial gives you the in-depth understanding you need to design and build any kind of HTML5 2D game on your own, whether you use a framework or not. A clearly written, accessible, and exhaustive guide to implementing games, this book leaves no stone unturned, showing you how to Create smooth, flicker-free animations Implement motion that's unaffected by your game's underlying animation frame rate Animate sprites (graphical objects) to make them sparkle, explode, etc. Layer multi-channel sound effects on top of a soundtrack Warp time to create nonlinear effects, such as jumping or bouncing Control the flow of time through your game with a time system Implement particle systems that simulate natural phenomena Efficiently detect collisions between sprites Create a developer backdoor containing special features Use Node.js and socket.io to transfer real-time metrics to a server Employ a heads-up display to show high scores stored on a server Understand the nuances of implementing HTML5 games for mobile devices Through expertly written code that's easy to understand, and prose that cuts to the chase, Geary illuminates every corner of game development. Everyone from novice game programmers to professional game developers will find this book invaluable as both a tutorial and a reference. All of the

book's source code, including chapter-specific versions of the game discussed in the book, are available at corehtml5games.com.

Game User Experience Evaluation - Regina Bernhaupt 2015-06-04

Evaluating interactive systems for their user experience (UX) is a standard approach in industry and research today. This book explores the areas of game design and development and Human Computer Interaction (HCI) as ways to understand the various contributing aspects of the overall gaming experience. Fully updated, extended and revised this book is based upon the original publication *Evaluating User Experience in Games*, and provides updated methods and approaches ranging from user-orientated methods to game specific approaches. New and emerging methods and areas explored include physiologically-orientated UX evaluation, user behaviour, telemetry based methods and social play as effective evaluation techniques for gaming design and evolving user-experience. Game User Experience Evaluation allows researchers, PhD students as well as game designers and developers to get an overview on available methods for all stages of the development life cycle.

Mistery Unity 2D Game Development Ashley Godbold 2016-10-21

Master everything you need to build a 2D game using Unity 5 by developing a complete RPG game framework! About This Book Explore the new features of Unity 5 and recognize obsolete code and elements. Develop and build a complete 2D retro RPG with a conversation system, inventory, random map battles, full game menus, and sound. This book demonstrates how to use the new Unity UI system effectively through detailed C# scripts with full explanations. Who This Book Is For This book is for anyone looking to get started developing 2D games with Unity 5. If you're already accomplished in Unity 2D and wish to expand or supplement your current Unity knowledge, or are working in 2D in Unity 4 and looking to upgrade Unity 5, this book is for you. A basic understanding of programming logic is needed to begin learning with this book, but intermediate and advanced programming topics are explained thoroughly so that coders of any level can follow along. Previous programming experience in C# is not required. What You Will Learn Create a 2D game in Unity 5 by developing a complete retro 2D RPG framework. Effectively manipulate and utilize 2D sprites. Create 2D sprite animations and trigger them effectively with code. Write beginning to advanced-level C# code using MonoDevelop. Implement the new UI system effectively and beautifully. Use state machines to trigger events within your game. In Detail The Unity engine has revolutionized the gaming industry, by making it easier than ever for indie game developers to create quality games on a budget. Hobbyists and students can use this powerful engine to build 2D and 3D games, to play, distribute, and even sell for free! This book will help you master the 2D features available in Unity 5, by walking you through the development of a 2D RPG framework. With fully explained and detailed C# scripts, this book will show you how to create and program animations, a NPC conversation system, an inventory system, random RPG map battles, and full game menus. After your core game is complete, you'll learn how to add finishing touches like sound and music, monetization strategies, and splash screens. You'll then be guided through the process of publishing and sharing your game on multiple platforms. After completing this book, you will have the necessary knowledge to develop, build, and deploy 2D games of any genre! Style and approach This book takes a step-by-step practical tutorial style approach. The steps are accompanied by examples, and all the intermediate steps will be clearly explained. The focus of this book will obviously be on the advanced topics so that the game looks and performs efficiently.

Drawing Basics and Video Game Art - Chris Solarski 2012-09-18

"This book supports my own 30-year crusade to demonstrate that games are an art form that undeniably rivals traditional arts. It gives detailed explanations of game art techniques and their importance, while also highlighting their dependence on artistic aspects of game design and programming." — John Romero, co-founder of id Software and CEO of Loot Drop, Inc. "Solarski's methodology here is to show us the artistic techniques that every artist should know, and then he transposes them to the realm of video games to show how they should be used to create a far more artful gaming experience ... if I were an artist planning to do video game work, I'd have a copy of this on my shelf." — Marc Mason, Comics Waiting Room Video games are not a revolution in art history, but an evolution. Whether the medium is paper or canvas—or a computer screen—the artist's challenge is to make something without depth seem like a window into a living, breathing world. Video game art is no different. *Drawing Basics and Video Game Art* is first to examine the

connections between classical art and video games, enabling developers to create more expressive and varied emotional experiences in games. Artist game designer Chris Solarski gives readers a comprehensive introduction to basic and advanced drawing and design skills—light, value, color, anatomy, concept development—as well as detailed instruction for using these methods to design complex characters, worlds, and gameplay experiences. Artwork by the likes of Michelangelo, Titian, and Rubens are studied alongside AAA games like *BioShock*, *Journey*, the Mario series, and *Portal 2*, to demonstrate perpetual theories of depth, composition, movement, artistic anatomy, and expression. Although *Drawing Basics and Video Game Art* is primarily a practical reference for artists and designers working in the video games industry, it's equally accessible for those interested to learn about gaming's future, and potential as an artistic medium. Also available as an eBook

Learning 2D Game Development with Unity - Matthew Johnson 2014-12-12

The Unity Engine Tutorial for Any Game Creator & Unity is now the world's #1 game engine, thanks to its affordability, continuous improvements, and amazing global community. With Unity, you can design, code, and author your game once, and then deploy it to multiple platforms, reaching huge audiences and earning maximum returns. *Learning 2D Game Development with Unity®* will help you master Unity and build powerful skills for success in today's game industry. It also includes a bonus rundown of the new GUI tools introduced in Unity's version 4.6 beta. & With this indispensable guide, you'll gain a solid, practical understanding of the Unity engine as you build a complete, 2D platform-style game, hands-on. The step-by-step project will get you started fast, whether you're moving to Unity from other engines or are new to game development. & This tutorial covers the entire development process, from initial concept, plans, and designs to the final steps of building and deploying your game. It illuminates Unity's newly integrated 2D toolset, covering sprites, 2D physics, game scripts, audio, and animations. Throughout, it focuses on the simplest and lowest-cost approaches to game development, relying on free software and assets. Everything you'll need is provided. & Register your book at informit.com/title/9780321957726 to access assets, code listings, and video tutorials on the companion website. & Learn How To Set up your Unity development environment and navigate its tools Create and import assets and packages you can add to your game Set up game sprites and create atlas sheets using the new Unity 2D tools Animate sprites using keyframes, animation controllers, and scripting Build a 2D game world from beginning to end Establish player control Construct movements that "feel right" Set up player physics and colliders Create and apply classic gameplay systems Implement hazards and tune difficulty Apply audio and particle effects to the game Create intuitive game menus and interface elements Debug code and provide smooth error handling Organize game resources and optimize game performance Publish your game to the web for others to see and play &

The Black Art of Multiplatform Game Programming - Jazon Yamamoto 2014-04-02

THE BLACK ART OF MULTIPLATFORM GAME PROGRAMMING covers all the skills necessary to create amazing games. It will take you all the way from pixel plotting to full-blown game development. Written with beginners in mind, this book assumes no prior knowledge of game programming—anyone can learn how to program exciting video games using this book. Inside you'll find an introduction to game development on multiple platforms using SDL, extensive coverage of coding techniques used by programming gurus, a complete guide to game engine design and implementation, a modern approach to software architecture, and advanced programming procedures and optimizations. Downloadable files include all the source code used in this book, video tutorials for each chapter, standard tools used for game development, and the SDL standard development library.

2D Graphics Programming for Games - John Pile Jr. 2016-04-19

The success of *Angry Birds*, *Peggle*, and *Fruit Ninja* has proven that fun and immersive game experiences can be created in two dimensions. Furthermore, 2D graphics enable developers to quickly prototype ideas and mechanics using fewer resources than 3D. *2D Graphics Programming for Games* provides an in-depth single source on creating 2D graphics that c

The GameMaker Standard - David Vinciguerra 2015-10-16

This book teaches students and entry-level novices how to create games using the GameMaker engine. Readers will quickly hone their design skills with tutorials that are written so that beginners can quickly

start building games while also providing lessons on how designers can 'level up' and add advanced options to their games. Readers will also have access to a website containing all the assets and resources to create their games, including sprites and animations, walk-through video tutorials of each lesson and music composed by professional musicians. Also provided are rubrics for instructors to use when grading student work or for readers learning on their own to evaluate their own work.

3D Game Textures - Luke Ahearn 2021

Mastering Digital 2D and 3D Art - Les Pardew 2005

Provides step-by-step instructions on creating digital 2D and 3D portraits and figures.

Reverse Design - Patrick Holleman 2018-09-03

The Reverse Design series looks at all of the design decisions that went into classic video games. This is the first installment in the Reverse Design series, looking at Final Fantasy VI. Written in a readable format, it is broken down into six sections examining some of the most important topics to the game: How narrative elements, specifically the design of the fourteen player-characters, was the critical constraint which shaped the game's production How the game broke with numerous RPG traditions in order to focus on plot and characterization, while still maintaining mechanical depth How the systems were designed to allow the player to use any combination of characters with equal levels of success

[Pixel Art for Game Developers](#) - Daniel Silber 2015-09-17

Is the art for your video game taking too long to create? Learning to create Pixel Art may be the answer to your development troubles. Uncover the secrets to creating stunning graphics with Pixel Art for Game Developers. The premier how-to book on Pixel Art and Pixel Art software, it focuses on the universal principles of the craft. The book provides an introduction to Pixel Art, its utility, foundational elements, and concepts such as light and shadow. It offers tutorials on creating animations and serves as a functional guide for the most common methodology in 2D game development. Gamers love the retro feel of Pixel Art, and lucky for you it is easy to create. You'll love the tiny file sizes that will reduce compile times and help your game run faster. Providing you with the skills to create the characters and environments needed for 2D games, this book will help you: Create tilesets to build game environments Understand light and shadow Work efficiently with pixels Use atmospheric and linear perspective Create professional-quality Pixel Art This book has chapters dedicated to theory as well as step-by-step tutorials, both of which describe the process explicitly. Whether you are an artist, programmer, indie developer, or certified public accountant, after reading this book, you'll understand the steps necessary to create production-quality Pixel Art graphics. Praise for the Book: Pixel Art and Pixel Art games are very popular and the technique is a great way for independent creators to create very good-looking games with limited resources. It's frankly shocking that there hasn't been a resource like this before ... a very timely book. —Chris Totten, George Mason University, Washington, DC, USA

Programming 2D Games - Charles Kelly 2012-06-21

A First Course in Game Programming Most of today's commercial games are written in C++ and are created using a game engine. Addressing both of these key elements, Programming 2D Games provides a complete, up-to-date introduction to game programming. All of the code in the book was carefully crafted using C++. As game programming techniques are introduced, students learn how to incorporate them into their own game engine and discover how to use the game engine to create a complete game. Enables Students to Create 2D Games The text covers sprites, animation, collision detection, sound, text display, game dashboards, special graphic effects, tiled games, and network programming. It systematically explains how to program DirectX applications and emphasizes proper software engineering techniques. Every topic is explained theoretically and with working code examples. The example programs for each chapter are available at www.programming2dgames.com.

The Art of Splatoon - Nintendo 2017-07-11

The Art of Splatoon contains 320 incredible pages of artwork, including 2D and 3D illustrations of your favorite characters, maps, concept art, weapon and gear design, storyboards, sketches, hand-drawn comics . . . and that's only an inkling of what's inside. We're not squidding around: this is a must have for all fans of Splatoon! Character illustrations! Concept art! Behind the scenes notes! All the content that splatters most!

The Art of Game Design - Jesse Schell 2014-11-06

Good game design happens when you view your game from as many perspectives as possible. Written by one of the world's top game designers, The Art of Game Design presents 100+ sets of questions, or different lenses, for viewing a game's design, encompassing diverse fields such as psychology, architecture, music, visual design, film, software engineering, theme park design, mathematics, puzzle design, and anthropology. This Second Edition of a Game Developer Front Line Award winner: Describes the deepest and most fundamental principles of game design Demonstrates how tactics used in board, card, and athletic games also work in top-quality video games Contains valuable insight from Jesse Schell, the former chair of the International Game Developers Association and award-winning designer of Disney online games The Art of Game Design, Second Edition gives readers useful perspectives on how to make better game designs faster. It provides practical instruction on creating world-class games that will be played again and again.

Drawing Basics and Video Game Art - Chris Solarski 2012-09-18

"This book supports my own 30-year crusade to demonstrate that games are an art form that undeniably rivals traditional arts. It gives detailed explanations of game art techniques and their importance, while also highlighting their dependence on artistic aspects of game design and programming." — John Romero, co-founder of id Software and CEO of Loot Drop, Inc. "Solarski's methodology here is to show us the artistic techniques that every artist should know, and then he transposes them to the realm of video games to show how they should be used to create a far more artful gaming experience ... if I were an artist planning to do video game work, I'd have a copy of this on my shelf." — Marc Mason, Comics Waiting Room Video games are not a revolution in art history, but an evolution. Whether the medium is paper or canvas—or a computer screen—the artist's challenge is to make something without depth seem like a window into a living, breathing world. Video game art is no different. Drawing Basics and Video Game Art is first to examine the connections between classical art and video games, enabling developers to create more expressive and varied emotional experiences in games. Artist game designer Chris Solarski gives readers a comprehensive introduction to basic and advanced drawing and design skills—light, value, color, anatomy, concept development—as well as detailed instruction for using these methods to design complex characters, worlds, and gameplay experiences. Artwork by the likes of Michelangelo, Titian, and Rubens are studied alongside AAA games like BioShock, Journey, the Mario series, and Portal 2, to demonstrate perpetual theories of depth, composition, movement, artistic anatomy, and expression. Although Drawing Basics and Video Game Art is primarily a practical reference for artists and designers working in the video games industry, it's equally accessible for those interested to learn about gaming's future, and potential as an artistic medium. Also available as an eBook

The Art of DOOM: Eternal - Bethesda Softworks 2020-03-24

A full-color digital art book containing concept art and commentary from the development of DOOM Eternal, the next entry in the iconic first-person shooter series. The newest chapter in the quintessential game franchise from id Software is here. Witness DOOM Eternal! This epic volume explores the art and development of the hotly anticipated sequel to the 2016 Game Award-winner for Best Action Game! Explore the twisted demonic invasion of Earth, the cultist UAC facilities, and plunge into otherworldly and unknown locations new to the DOOM universe. Admire the dangerous glimmering edges of the Slayer's arsenal and armor. Examine the ancient designs and breeds of Hell's soldiers and lords—all in gloriously designed full color images straight from the files of the game's artists themselves! Dark Horse Books and id Software join forces to present The Art of DOOM Eternal, encompassing every detail you've come to love from DOOM!

[History of Digital Games](#) - Andrew Williams 2017-03-16

The growth of videogame design programs in higher education and explosion of amateur game development has created a need for a deeper understanding of game history that addresses not only "when," but "how" and "why." Andrew Williams takes the first step in creating a comprehensive survey on the history of digital games as commercial products and artistic forms in a textbook appropriate for university instruction. History of Digital Games adopts a unique approach and scope that traces the interrelated concepts of game design, art and design of input devices from the beginnings of coin-operated amusement in the late 1800s to the independent games of unconventional creators in the present. Rooted in the concept of videogames as designed objects, Williams investigates the sources that inspired specific

game developers as well as establishing the historical, cultural, economic and technological contexts that helped shape larger design trends. Key Features Full-color images and game screenshots Focuses primarily on three interrelated digital game elements: visual design, gameplay design and the design of input devices This book is able to discuss design trends common to arcade games, home console games and computer games while also respecting the distinctions of each game context Includes discussion of game hardware as it relates to how it affects game design Links to online resources featuring games discussed in the text, video tutorial and other interactive resources will be included.

Build your own 2D Game Engine and Create Great Web Games - Kelvin Sung 2015-09-30

Build Your Own 2D Game Engine and Create Great Web Games teaches you how to develop your own web-based game engine step-by-step, allowing you to create a wide variety of online videogames that can be played in common web browsers. Chapters include examples and projects that gradually increase in complexity while introducing a ground-up design framework, providing you with the foundational concepts needed to build fun and engaging 2D games. By the end of this book you will have created a complete prototype level for a side scrolling action platform game and will be prepared to begin designing additional levels and games of your own. This book isolates and presents relevant knowledge from software engineering, computer graphics, mathematics, physics, game development, game mechanics, and level design in the context of building a 2D game engine from scratch. The book then derives and analyzes the source code needed to implement these concepts based on HTML5, JavaScript, and WebGL. After completing the projects you will understand the core-concepts and implementation details of a typical 2D game engine and you will be familiar with a design and prototyping methodology you can use to create game levels and mechanics that are fun and engaging for players. You will gain insights into the many ways software design and creative design must work together to deliver the best game experiences, and you will have access to a versatile 2D game engine that you can expand upon or utilize directly to build your own 2D games that can be played online from anywhere. • Assists the reader in understanding the core-concepts behind a 2D game engine • Guides the reader in building a functional game engine based on these concepts • Leads the reader in exploring the interplay between technical design and game experience design • Teaches the reader how to build their own 2D games that can be played across internet via popular browsers

The Game Maker's Companion - Jacob Habgood 2010-12-31

The Game Maker's Companion is the long-awaited sequel to The Game Maker's Apprentice. This book picks up where the last book left off, advancing your game development journey with some seriously impressive gaming projects. This time you'll learn how to make professional-quality platform games with solid collision detection and slick control mechanisms and you'll get acquainted with a long-lost icon of platform gaming history on the way. You'll go on to discover techniques to add depth and believability to the characters and stories in your games, including The Monomyth, cut scene storyboarding, and character archetypes. This culminates in the creation of an original atmospheric platform-adventure which will take your GML programming skills to new heights. There's even a handy reference section at the back of the book which will be invaluable for adding common features to your own games. With contributions from four games industry professionals and a highly respected member of the Game Maker community, The Game Maker's Companion is another labor of love that will give you even more hours of enjoyment than the original. If you already own Game Maker, then you really must own this book as well.

Tricks of the Windows Game Programming Gurus - André LaMothe 2002

Tricks of the Windows Game Programming Gurus, 2E takes the reader through Win32 programming, covering all the major components of DirectX including DirectDraw, DirectSound, DirectInput (including Force Feedback), and DirectMusic. Andre teaches the reader 2D graphics and rasterization techniques. Finally, Andre provides the most intense coverage of game algorithms, multithreaded programming, artificial intelligence (including fuzzy logic, neural nets, and genetic algorithms), and physics modeling you have ever seen in a game book.

Photoshop for Games - Shawn Nelson 2015

Provides hands-on lessons on developing best practices for using Photoshop to create game art for consoles, mobile devices, or the Web, with examples from a variety of art styles, including comic, realistic,

and graphic styles.

Mastering Unity 2D Game Development - Simon Jackson 2014-08-26

If you have C# knowledge but now want to become truly confident in creating fully functional 2D RPG games with Unity, then this book will show you everything you need to know.

Black Art of 3D Game Programming - André LaMothe 1995

Explains the complex technical aspects of video game programming in comprehensive language, covering such areas as 3-D graphics, "voxel graphics," digitized sound and music, modem communications, and game assembly. Original. (Intermediate).

Unity in Action - Joseph Hocking 2018-03-27

Summary Manning's bestselling and highly recommended Unity book has been fully revised! Unity in Action, Second Edition teaches you to write and deploy games with the Unity game development platform. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of The Art of Game Design Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C# programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the Book Unity in Action, Second Edition teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded 2D toolkit. What's Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed. About the Author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 - First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 - Getting comfortable Building a Memory game using Unity's 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third-person 3D game: player movement and animation Adding interactive devices and items within the game PART 3 - Strong finish Connecting your game to the internet Playing audio: sound effects and music Putting the parts together into a complete game Deploying your game to players' devices

3D Motion Graphics for 2D Artists - Bill Byrne 2012

Provides lessons and tutorials covering the essentials of building and compositing 3D elements in 2D work.

Learn 2D Game Development with C# - Kelvin Sung 2014-01-25

2D games are hugely popular across a wide range of platforms and the ideal place to start if you're new to game development. With Learn 2D Game Development with C#, you'll learn your way around the universal building blocks of game development, and how to put them together to create a real working game. C# is increasingly becoming the language of choice for new game developers. Productive and easier to learn than C++, C# lets you get your games working quickly and safely without worrying about tricky low-level details like memory management. This book uses MonoGame, an open source framework that's powerful, free to use and easy to handle, to further reduce low-level details, meaning you can concentrate on the most interesting and universal aspects of a game development: frame, camera, objects and particles, sprites, and the logic and simple physics that determines how they interact. In each chapter, you'll explore one of these key elements of game development in the context of a working game, learn how to implement the example for yourself, and integrate it into your own game library. At the end of the book, you'll put everything you've learned together to build your first full working game! And what's more, MonoGame is designed for maximum cross-platform support, so once you've mastered the fundamentals in this book, you'll be ready to explore and publish games on a wide range of platforms including Windows 8, MAC OSX, Windows Phone, iOS, Android, and Playstation Mobile. Whether you're starting a new hobby or considering a career in game

development, Learn 2D Game Development with C# is the ideal place to start.

The Art of Game Design - Jesse Schell 2019-07-31

Presents over 100 sets of questions, or different lenses, for viewing a game's design. Written by one of the world's top game designers, this book describes the deepest and most fundamental principles of game

design, demonstrating how tactics used in board, card, and athletic games also work in video games. It provides practical instruction on creating world-class games that will be played again and again. New to this edition: many great examples from new VR and AR platforms as well as examples from modern games such as Uncharted 4 and The Last of Us, Free to Play games, hybrid games, transformational games, and more.