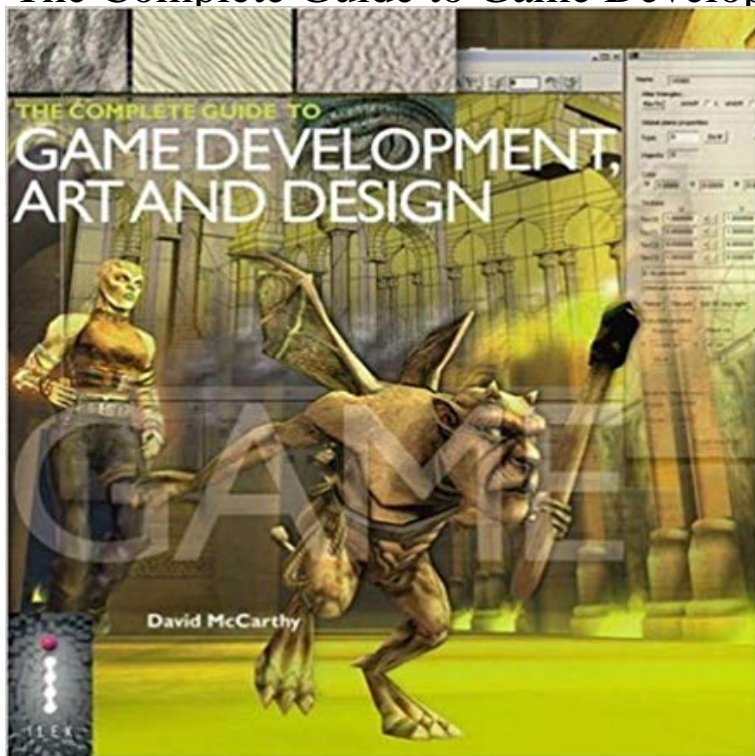


The Complete Guide to Game Development, Art and Design



Video gaming is a global, multi-billion-dollar industry - one that rivals TV, movies, music, and publishing not just as a source of revenue, but also as a medium of creative expression. Production budgets for blockbuster 21st century games have grown to Hollywood proportions, as has the size of the design, production, and marketing teams. Today's complex multiplayer games, real-time 3D environments, and immersive worlds would be almost unrecognizable to the previous generation of game-players who enjoyed battling with Space Invaders back in the 1970s. The Complete Guide to Game Art analyzes everything that goes into designing and building a successful video game, from initial concepts, sketches, and storylines, through early prototypes, to the full-scale production of all the component elements - script, storyboards, screenplay, graphics, video, music, sound effects, code, and so on. Featuring Q&A interviews with some of the world's leading game designers, artists, programmers, and production gurus, The Complete Guide to Game Art is the essential reference work for anyone wanting to work in the industry, or who is curious to know more about it.

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