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Game Art For Teens (Game Development Series)

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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

Paperback: 288 pages

Publisher: Cengage Learning PTR; 1 edition (March 23, 2004)

Language: English

ISBN-10: 1592003079

ISBN-13: 978-1592003075

Product Dimensions: 7.4 x 9.2 x 0.6 inches

Shipping Weight: 1.4 pounds

Average Customer Review: 3.0 out of 5 starsÂ Â See all reviewsÂ (6 customer reviews)

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Customer Reviews

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.

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.

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.

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