

2D GAME ART BOOK

2D Game Art Book 2D Game Art Books Your Guide to Crafting Stunning Visuals This blog post delves into the world of 2D game art books exploring their value for aspiring and seasoned artists. Well discuss what makes them unique, their current trends, and ethical considerations regarding their use and creation. 2D game art game art books digital art pixel art character design environment design game development tutorials resources ethical considerations copyright plagiarism. 2D game art books serve as invaluable resources for artists looking to enhance their skills in creating visuals for video games. They offer a wealth of knowledge, tutorials, and inspiration covering various styles and techniques. While current trends in 2D game art are evolving rapidly, these books provide a foundation for navigating the ever-changing landscape. However, it's crucial to approach their use ethically, respecting copyright and avoiding plagiarism. Analysis of Current Trends: The 2D game art landscape is continuously evolving, driven by advancements in technology and the rise of independent game development. This evolution is reflected in the types of 2D game art books available. Focus on Specific Styles: Books dedicated to specific 2D art styles like pixel art, hand-drawn animation, or stylized graphics are increasingly popular. Emphasis on Digital Tools: With the advent of powerful digital art software, many books now focus on utilizing these tools effectively, providing tutorials and tips on specific programs like Photoshop or Clip Studio Paint. Game Design Integration: Recent books often incorporate elements of game design principles, guiding artists on creating visually compelling and engaging gameplay experiences. Beyond the Basics: There's a growing demand for advanced tutorials on complex techniques like lighting, shading, and animation, catering to artists seeking to refine their craft. Focus on Indie Development: Many books are specifically tailored for independent game developers, offering practical advice on creating visually appealing assets within limited budgets and time constraints. Discussion of Ethical Considerations: While 2D game art books offer incredible learning opportunities, it's vital to approach their use ethically. Copyright Respect: Always respect copyright laws and acknowledge the creators of the artwork and tutorials featured in the books. This might involve obtaining permission for specific usage or referencing the original source. Plagiarism Avoidance: Avoid copying artwork or techniques directly from the books. Use them as inspiration and learning tools, developing your own unique style and creative approach. Inspiration vs. Imitation: It's essential to differentiate between drawing inspiration from books and simply imitating the artwork presented. Focus on understanding the techniques and applying them creatively to your own projects. Fair Use Guidelines: Understand fair use guidelines and how they apply to using copyrighted material from game art books. For example, creating derivative works for educational purposes might be acceptable under specific circumstances. Supporting Creators: Consider supporting the creators of game art books by purchasing them or donating to their work. This fosters a thriving community and encourages the creation of valuable resources for artists. In Conclusion: 2D game art books are invaluable resources for anyone interested in creating compelling visuals for video games. They offer diverse learning opportunities from mastering fundamental techniques to exploring advanced concepts. As the industry evolves, so do these books, reflecting current trends and providing insights into the future of 2D game art. However, ethical considerations are crucial, ensuring that we use these resources responsibly and respect the creative endeavors of the artists involved. By striking a balance between learning and originality, aspiring and seasoned artists alike can benefit from these invaluable guides.

Game Art
Drawing Basics and Video Game Art
The Art of Game Worlds
Interactive Stories and Video Game Art
Video Game Art
Creating 3D Game Art for the iPhone with Unity
How to Become a Video Game Artist
The Art of Game Design
Game Art Complete
Dreamers. Video Game Art Book
The Art of Splatoon 2
Gris Artbook
Art of Mana
Marvel's Guardians of the Galaxy: The Art of the Game
The Art of Persona 5
The Game Artist's Guide to Maya
Video Game Art Reader
Board Game Worlds
Environment Art in the Game

INDUSTRY DAVE MORRIS MATT SAINSBURY CHRIS SOLARSKI DAVE MORRIS CHRIS SOLARSKI NIC KELMAN WES McDERMOTT SAM R. KENNEDY JESSE SCHELL ANDREW GAHAN LUCA DERIU NINTENDO NOMADA STUDIO SQUARE ENIX MATT RALPHS PRIMA GAMES MICHAEL MCKINLEY TIFFANY FUNK ERIN DEAN HENRY KELLY

GAME ART GAME ART DRAWING BASICS AND VIDEO GAME ART THE ART OF GAME WORLDS INTERACTIVE STORIES AND VIDEO GAME ART VIDEO GAME ART CREATING 3D GAME ART FOR THE IPHONE WITH UNITY HOW TO BECOME A VIDEO GAME ARTIST THE ART OF GAME DESIGN GAME ART COMPLETE DREAMERS. VIDEO GAME ART BOOK THE ART OF SPLATOON 2 GRIS ARTBOOK ART OF MANA MARVEL'S GUARDIANS OF THE GALAXY: THE ART OF THE GAME THE ART OF PERSONA 5 THE GAME ARTIST'S GUIDE TO MAYA VIDEO GAME ART READER BOARD GAME WORLDS ENVIRONMENT ART IN THE GAME INDUSTRY DAVE MORRIS MATT SAINSBURY CHRIS SOLARSKI DAVE MORRIS CHRIS SOLARSKI NIC KELMAN WES McDERMOTT SAM R. KENNEDY JESSE SCHELL ANDREW GAHAN LUCA DERIU NINTENDO NOMADA STUDIO SQUARE ENIX MATT RALPHS PRIMA GAMES MICHAEL MCKINLEY TIFFANY FUNK ERIN DEAN HENRY KELLY

A COMPLETE OVERVIEW FROM HISTORY AND APPLICATION TO PROJECTS AND IDEAS TO 500 EXAMPLES OF TODAY'S HOTTEST GAMES

GAME ART IS A COLLECTION OF BREATHTAKING CONCEPT ART AND BEHIND THE SCENES INTERVIEWS FROM VIDEOGAME DEVELOPERS INCLUDING MAJOR PLAYERS LIKE SQUARE ENIX BIOWARE AND UBISOFT AS WELL AS INDEPENDENT BUT INFLUENTIAL STUDIOS LIKE TALE OF TALES AND COMPLICATION GAMES IMMERSE YOURSELF IN FANTASTIC ARTWORK AND EXPLORE THE CREATIVE THINKING BEHIND OVER 40 CONSOLE MOBILE AND PC GAMES A LONE INDEPENDENT DEVELOPER ON A TINY BUDGET CAN CREATE AN EXPERIENCE AS POWERFUL AND COMPELLING AS A TRIPLE A BLOCKBUSTER BUILT BY A TEAM OF 1 000 BUT LIKE ALL WORKS OF ART EVERY GAME BEGINS WITH A SPARK OF INSPIRATION AND A PASSION TO CREATE LET GAME ART TAKE YOU ON A VISUAL JOURNEY THROUGH THESE BEAUTIFUL WORLDS AS TOLD BY THE MINDS THAT BROUGHT THEM TO LIFE

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

THIS BOOK INCLUDES A COMPLETE ILLUSTRATED GUIDE TO THE MODERN COMPUTER GAME WORLD WITH IN-DEPTH EXAMPLES OF THE MOST POPULAR GAMES ACROSS ALL FORMATS

THE SUCCESS OF STORYTELLING IN GAMES DEPENDS ON THE ENTIRE DEVELOPMENT TEAM GAME DESIGNERS ARTISTS WRITERS PROGRAMMERS AND MUSICIANS ETC WORKING HARMONIOUSLY TOGETHER TOWARDS A SINGULAR ARTISTIC VISION INTERACTIVE STORIES AND VIDEO GAME ART IS FIRST TO DEFINE A COMMON DESIGN LANGUAGE FOR UNDERSTANDING AND ORCHESTRATING INTERACTIVE MASTERPIECES USING

TECHNIQUES INHERITED FROM THE RICH HISTORY OF ART AND CRAFTSMANSHIP THAT GAMES BUILD UPON CASE STUDIES OF HIT GAMES LIKE THE LAST OF US JOURNEY AND MINECRAFT ILLUSTRATE THE VITAL COMPONENTS NEEDED TO CREATE EMOTIONALLY COMPLEX STORIES THAT ARE MINDFUL OF GAMING S PRINCIPAL RELATIONSHIP BETWEEN PLAYER ACTIONS AND VIDEO GAME AESTHETICS THIS BOOK IS FOR DEVELOPERS OF VIDEO GAMES AND VIRTUAL REALITY FILMMAKERS GAMIFICATION AND TRANSMEDIA EXPERTS AND EVERYBODY ELSE INTERESTED IN EXPERIENCING RESONANT AND MEANINGFUL INTERACTIVE STORIES KEY FEATURES THE FIRST BOOK TO DEFINE A COMMON VISUAL AND INTERACTIVE LANGUAGE FOR UNDERSTANDING AND ORCHESTRATING SOPHISTICATED STORIES IN VIDEO GAMES ACCESSIBLE TO INDUSTRY PROFESSIONALS AS WELL AS NON DEVELOPERS FEATURED CONCEPTS APPLY TO ALL MEDIA WITH AN INTERACTIVE COMPONENT INCLUDING TRANSMEDIA GAMIFICATION AND INTERACTIVE ART THE DEFINITIVE FRAMEWORK FOR DESIGNING INTERACTIVE STORIES

EXPLORES THE ART AND DESIGN OF VIDEO GAMES AND DISCUSSES THE NEW MEDIUM S RELATIONSHIPS TO TRADITIONAL ART AND DESIGN FORMS

WITH IPHONE AND UNITY GAME DEVELOPERS ARE EMPOWERED TO CREATE COMPELLING GAMES BUT THEY MUST BE CAREFUL TO SPECIFICALLY ADDRESS THE UNIQUE CHALLENGES OF THE IPHONE HARDWARE CPU AND GPU REQUIREMENTS THIS BOOK TEACHES ARTISTS HOW TO CIRCUMVENT THE POTENTIAL PITFALLS

BECOME A PLAYER IN THE BUSINESS OF VIDEO GAME ART EVERY YEAR VIDEO GAMES GENERATE BILLIONS OF DOLLARS AND SOME OF THE MOST DYNAMIC AND ENGAGING ARTWORK TODAY IT S AN EVER GROWING FIELD THAT HOLDS GREAT PROFESSIONAL OPPORTUNITY BUT YOU NEED THE RIGHT SKILLS AND SAVVY IF YOU WANT TO STAKE YOUR CLAIM IN HOW TO BECOME A VIDEO GAME ARTIST VETERAN VIDEO GAME DESIGNER SAM R KENNEDY PROVIDES THE INSIDE TRACK ON EVERYTHING YOU NEED TO FORGE A CAREER IN THE WORLD OF VIDEO GAME ART STARTING WITH THE BASICS OF GAME CREATION AND A LOOK AT THE ARTISTIC SKILLS NECESSARY TO GET STARTED KENNEDY SPOTLIGHTS SPECIFIC KEY ROLES FOR CREATORS FROM CONCEPT ARTISTS TO CHARACTER ANIMATORS TO MARKETING ARTISTS AND BEYOND EACH CHAPTER FEATURES SCREENSHOTS FROM POPULAR VIDEO GAMES LIKE TOM CLANCY S GHOST RECON AND WORLD OF WARCRAFT INTERVIEWS WITH VIDEO GAME ART PROFESSIONALS WHO VE WORKED FOR TOP GAMING COMPANIES LIKE BIOWARE BLIZZARD AND UBISOFT STEP BY STEP EXAMPLES OF ACTUAL GAME ART AND DETAILED BREAKDOWNS OF THE TRAINING AND PORTFOLIO SAMPLES YOU LL NEED TO MAKE THESE JOBS YOUR OWN FOR ANYONE WHO WANTS TO GO FROM GAMER TO GAME DESIGNER THIS BOOK CONTAINS ALL THE SECRETS YOU LL NEED TO RISE TO THE TOP OF ONE OF THE MOST EXCITING INDUSTRIES OF OUR TIME

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

A COMPILATION OF KEY CHAPTERS FROM THE TOP FOCAL GAME ART BOOKS AVAILABLE TODAY IN THE AREAS OF MAX MAYA PHOTOSHOP AND ZBRUSH THE CHAPTERS PROVIDE THE CG ARTIST WITH AN EXCELLENT SAMPLING OF ESSENTIAL TECHNIQUES THAT EVERY 3D ARTIST NEEDS TO CREATE STUNNING GAME ART GAME ARTISTS WILL BE ABLE TO MASTER THE MODELING RENDERING RIGGING AND TEXTURING TECHNIQUES THEY NEED WITH ADVICE FROM FOCAL S BEST AND BRIGHTEST AUTHORS ARTISTS CAN LEARN HUNDREDS OF TIPS TRICKS AND SHORTCUTS IN MAX MAYA PHOTOSHOP ZBRUSH ALL WITHIN THE COVERS OF ONE COMPLETE INSPIRING REFERENCE

A BEHIND THE SCENES LOOK AT THE MAKING OF SPLATOON 2 ONE OF THE BEST SELLING NINTENDO SWITCH GAMES OF ALL TIME DIVE INTO ILLUSTRATIONS KEY ART AND DESIGNS OF YOUR FAVORITE COLORFUL CHARACTERS WEAPONS GEAR LOCATIONS MAPS AND BRANDS THE ART OF SPLATOON 2 ALSO FEATURES STORYBOARDS AND OTHER EXTRAS SURE TO MAKE A SPLASH WITH ANY FAN

GRIS THE VIDEO GAME DESIGNED BY CONRAD ROSET AND HIS TEAM FROM NOMADA STUDIO HAS BEEN ONE OF THE SENSATIONS OF THE INDIE SCENE OF THE YEAR HIS PRECIOUS CHARACTER DESIGN AND LEVELS WHICH DRINKS FROM THE IMAGINARY OF THE ART OF THE BARCELONA AUTHOR HAS EARNED HIM EIGHT OF THE MAIN AWARDS OF THE NATIONAL GAMELAB VIDEO GAME AWARDS NORMA EDITORIAL AND NOMADA STUDIO INVITE YOU TO EXPERIENCE THE CREATIVE PROCESS THAT LED TO THE CONCEPTION OF THE BEAUTIFUL GRIS S DREAM UNIVERSE IN HIS OFFICIAL ART BOOK A BEAUTIFUL COLLECTION OF FIRST SKETCHES DESIGNS OF CHARACTERS AND LEVELS AND UNPUBLISHED MATERIAL THE GAME GRIS HAVE RECENTLY WON THE PRIZE GAME FOR IMPACT IN THE GAME AWARDS 2019

CELEBRATING THE FIRST TWENTY FIVE YEARS OF MANA ADVENTURES SINCE THE FIRST GAME S RELEASE IN 1991 SQUARE ENIX HAS BEEN DAZZLING FANS WORLDWIDE WITH THE FANTASTICAL AND ACTION PACKED WORLD OF MANA MORE THAN TWENTY FIVE YEARS LATER THE MAGIC OF MANA STILL LIVES ON AND NOW DARK HORSE BOOKS AND SQUARE ENIX ARE PROUD TO PRESENT THE ART OF MANA THE FIRST OFFICIAL ART BOOK OF SQUARE ENIX S HIT MANA VIDEO GAME SERIES THE ART OF MANA COLLECTS MORE THAN TWENTY FIVE YEARS WORTH OF MEMORIES WITH OVER 200 PAGES FEATURING MORE THAN 400 ILLUSTRATIONS FROM THE ORIGINAL CREATIVE TEAM ALONG WITH DETAILED EXPLORATIONS OF EVERY CHARACTER ORIGINAL SKETCHES WORLD DESIGNS AND MUCH MORE PRESENTED IN ENGLISH FOR THE FIRST TIME THIS BEAUTIFUL COLLECTION IS NOT TO BE MISSED

IMMERSE YOURSELF IN THE UNIVERSE OF MARVEL S GUARDIANS OF THE GALAXY GAME WITH THIS INCREDIBLE COLLECTION OF CONCEPT ART FINAL DESIGNS AND ARTIST COMMENTARY JUMP ON A WILD RIDE ACROSS THE COSMOS IN MARVEL S GUARDIANS OF THE GALAXY A STORY DRIVEN ACTION ADVENTURE WITH A FRESH TAKE ON EVERYONE S FAVORITE RAGTAG GROUP OF LEGENDARY HEROES WHEN THE GUARDIANS ACCIDENTALLY SET OFF A CHAIN REACTION OF CATASTROPHIC EVENTS STAR LORD MUST LIVE UP TO HIS SKILLS RESOLVE AND SWAGGER TO HOLD THIS COMBUSTIBLE BAND OF MISFITS TOGETHER WITH HALF THE GALAXY AFTER THEM AND SOME OF THE MOST POWERFUL ENTITIES IN THE UNIVERSE ON THE LOOSE WHAT COULD GO WRONG EMBARK ON THE EPIC JOURNEY BEHIND THE SCENES OF MARVEL S GUARDIANS OF THE GALAXY IN THIS BEAUTIFUL HARDBACK BOOK ACCOMPANIED BY FASCINATING INSIGHTS FROM THE TALENTED ARTISTS AND DEVELOPERS BEHIND THE GAME MARVEL S GUARDIANS OF THE GALAXY THE ART OF THE GAME FEATURES EXCLUSIVE CONCEPT ARTWORK AND FINAL DESIGNS OF THE CHARACTERS COSTUMES GEAR SHIPS CREATURES PLANETS AND ENVIRONMENTS THAT MAKE UP ITS VAST UNIVERSE

PRESENTS CONCEPTUAL ARTWORK SKETCHES STORYBOARDS AND BACKGROUND NOTES FOR THE CHARACTERS AND ROBOTS OF THE ROLE PLAYING GAME

THE DEFINITIVE RESOURCE FOR UP AND COMING 3D GAME ARTISTS ALIAS AWARD WINNING MAYA 3D ANIMATION AND EFFECTS SOFTWARE CONTINUES TO LEAD THE INDUSTRY IN TECHNOLOGICAL INNOVATION AND IS BEING ADOPTED BY MORE AND MORE CONSOLE AND COMPUTER GAME DEVELOPERS THE GAME ARTIST S GUIDE TO MAYA IS AN OFFICIAL INTRODUCTION TO CREATING 3D GAME ART AND ANIMATIONS WITH MAYA BROUGHT TO YOU BY MAYA PRESS A PUBLISHING PARTNERSHIP BETWEEN ALIAS AND SYBEX WRITTEN BY A PRODUCTION ARTIST AT A PROMINENT GAME COMPANY THIS DETAILED BOOK FOCUSES ON THE SKILLS REAL GAME ARTISTS USE DAILY TO CREATE STUNNING CHARACTERS AND ENVIRONMENTS BY FOLLOWING THE DISCUSSIONS AND TUTORIALS YOU LL BRING A CONCEPT THROUGH THE ENTIRE GAME ART DEVELOPMENT PIPELINE LEARNING EVERYTHING FROM MODELING TEXTURING RIGGING AND ANIMATION TO SPECIAL EFFECTS YOU LL ALSO GLEAN INSIGHTS FROM INDUSTRY PROFESSIONALS AND SEE HOW MAYA HAS BEEN USED IN POPULAR GAMES IF YOU RE A 3D GAME ARTIST OR LOOKING TO BECOME ONE THIS BOOK WILL HELP YOU MASTER THE SKILLS AND TECHNIQUES YOU LL NEED TO EXCEL IN THE COMPETITIVE GAMES INDUSTRY INSIDE YOU LL LEARN HOW TO CREATE A GAME MODEL USING A CONCEPT IMAGE AS YOUR GUIDE MODEL WITH PREDETERMINED REAL TIME POLYCOUNT LIMITATIONS IN MIND VIEW MARTIAL ARTS VIDEOS ON THE BOOK S CD TO ANIMATE YOUR CHARACTER MORE REALISTICALLY PREPARE A MODEL FOR TEXTURING WITH UV MAPPING AND LAYOUT TECHNIQUES CREATE DIFFERENT KINDS OF TEXTURES MASTER THE RIGGING PROCESS FROM SETTING UP A SKELETON TO PREPARING BLEND SHAPES PRACTICE TECHNIQUES FOR CREATING ANIMATION CLIPS TO WORK WITH IN THE TRAX EDITOR USE

PARTICLE EFFECTS SUCH AS SPRITES AND ANIMATED GEOMETRY TO ADD PIZZAZZ TO YOUR MODEL

IN COMPUTING OVERCLOCKING REFERS TO THE COMMON PRACTICE OF INCREASING THE CLOCK RATE OF A COMPUTER TO EXCEED THAT CERTIFIED BY THE MANUFACTURER THE CONCEPT IS SEDUCTIVE BUT OVERCLOCKING MAY DESTROY YOUR MOTHERBOARD OR SYSTEM MEMORY EVEN IRREPARABLY CORRUPT THE HARD DRIVE VOLUME 4 OF THE VIDEO GAME ART READER VGAR PROPOSES OVERCLOCKING AS A METAPHOR FOR HOW GAMES ARE PRODUCED AND EXPERIENCED TODAY AND THE TEMPORAL COMPRESSIONS AND EXPANSIONS OF THE MANY HISTORICAL LINEAGES THAT HAVE SHAPED GAME ART AND CULTURE CONTRIBUTORS REFLECT ON THE MANY WAYS IN WHICH OVERCLOCKING CAN BE READ AS A MEANS OF OPPRESSION BUT ALSO A STRATEGY TO RAISE AWARENESS OF HOW INEQUITIES HAVE SHAPED VIDEO GAMES CONTRIBUTIONS BY UCHE ANOMNACHI ANDREW BAILEY CHAZ EVANS TIFFANY FUNK D AN KNOWLES BALL ALEXANDRE PAQUET CHRIS REEVES AND REGINA SIEWALD

BOARD GAME WORLDS IS A BEAUTIFUL FULL COLOR GAME TABLE ART BOOK CELEBRATING 10 OF THE TOP BOARD GAME ARTISTS IN THE INDUSTRY READERS WILL GET A BEHIND THE SCENES LOOK INTO THE ARTISTIC EVOLUTION BEHIND SOME OF THE MOST POPULAR BOARD GAMES GAMES FEATURED IN THE BOOK INCLUDE EVERDELL DINOSAUR ISLAND EX LIBRIS NATIONS WESTERN LEGENDS AND MANY MORE

THIS BOOK EXPLAINS THE FUNDAMENTALS OF BEING A TALENTED GAMES ENVIRONMENT ARTIST BY OUTLINING THE KEY CONSIDERATIONS THAT MOST ENVIRONMENT ARTISTS TEND TO FORGET FOCUSING ON THE USE OF SUBSTANCE DESIGNER TO CREATE RICH COLOURFUL AND REALISTIC ENVIRONMENTS THE BOOK SHOWS HOW TO IMPROVE STORYTELLING AND HOW TO THINK OUTSIDE THE BOX FOLLOWING A STEP BY STEP PROCESS TO CREATE REALISTIC STATE OF THE ART MATERIALS THAT HELP BRING GAME NARRATIVES AND WORLDS TO LIFE THIS BOOK PROVIDES A NEW PERSPECTIVE ON ENVIRONMENT ART BY COVERING THE LATEST MOST CREATIVE INDUSTRY TECHNIQUES USING SUBSTANCE DESIGNER THIS BOOK SHOULD APPEAL TO NEW AND ASPIRING GAMES ENVIRONMENT ARTISTS AS WELL AS THOSE LOOKING TO INCREASE THEIR KNOWLEDGE OF SUBSTANCE DESIGNER THE FINAL STAGES OF THIS BOOK GIVE A SNEAK PEEK INTO CREATING FOLIAGE IN THE GAME INDUSTRY HENRY KELLY IS THE LEAD ARTIST AT REWIND A VR AND AR STUDIO WITH THE VISION OF A BETTER FUTURE FOR VR AND AR

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