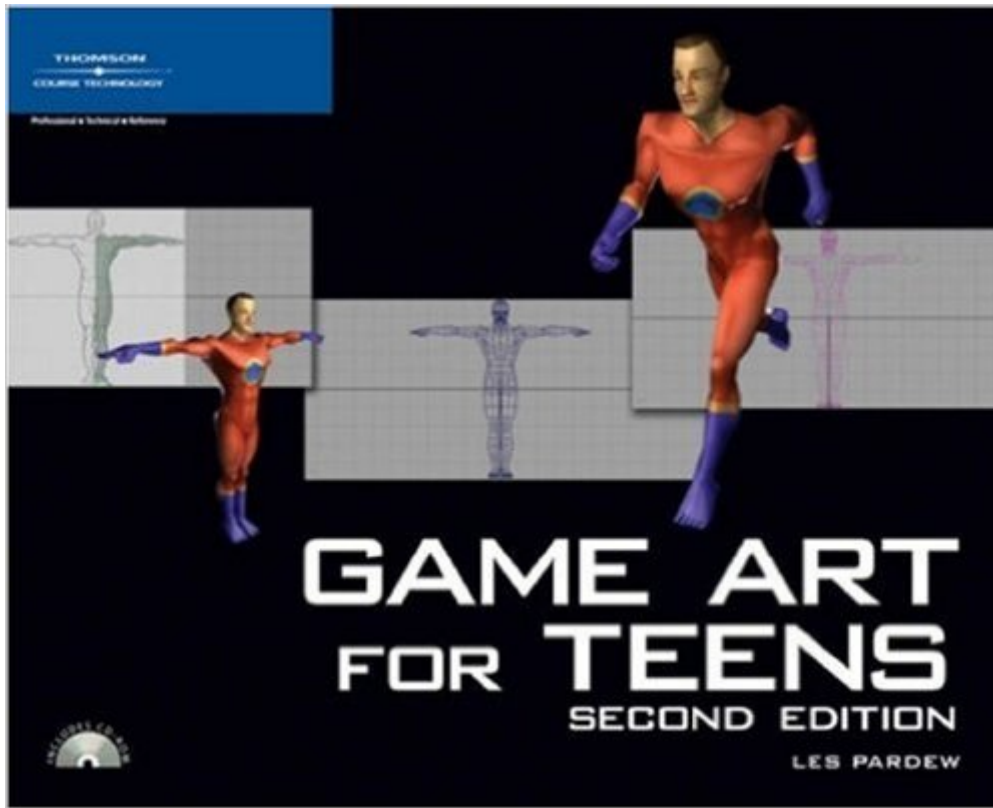# Game Art For Teens, Second Edition

Synopsis

Do you want to learn how to create awesome art for games? The kind of art that you see in the games you play at home? Now you can! "Game Art for Teens, Second Edition" gives you real-world instruction in creating 2D and 3D art for games. Each chapter is full of step-by-step projects that show you in detail how to game art is created so that you can get started applying your new skills right away. Every project includes easy-to-follow examples that help you master each concept, making it easy to put what you've learned to use in your own games. You'll begin with the basics - from 2D art creation and animation to 3D models, lighting, and reflections. Set the scene for your game by creating realistic settings, including buildings, terrain, rooms, and corridors. Draw players into your game by designing, developing, and animating compelling characters. Bring it all together as you cover game platforms and technical limitations. Get ready to start creating your very own game art!

Book Information

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Average Customer Review: 3.0 out of 5 stars See all reviews (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.

Game Art for Teens, Second Edition Game Art for Teens (Game Development Series) 3D Game Programming for Teens (For Teens (Course Technology)) Game Programming for Teens (Premier Press Game Development) Beginning Direct3D Game Programming, Second Edition (Premier Press Game Development) Cross-Platform Game Programming (Game Development) (Charles River Media Game Development) Dressing & Cooking Wild Game: From Field to Table: Big Game, Small Game, Upland Birds & Waterfowl (The Complete Hunter) Game Feel: A Game Designer's Guide to Virtual Sensation (Morgan Kaufmann Game Design Books) Video Game Addiction: The Cure to The Game Addiction (Addiction Recovery, Addictions, Video Game Addiction, Online Gaming Addiction) Drawing Basics and Video Game Art: Classic to Cutting-Edge Art Techniques for Winning Video Game Design Called to Be: Devotions by Teens for Teens Smart but Scattered

Teens: The "Executive Skills" Program for Helping Teens Reach Their Potential How to Talk So Teens Will Listen and Listen So Teens Will Talk Don't Let Your Emotions Run Your Life for Teens: Dialectical Behavior Therapy Skills for Helping You Manage Mood Swings, Control Angry Outbursts, and ... with Others (Instant Help Book for Teens) The Executive Functioning Workbook for Teens: Help for Unprepared, Late, and Scattered Teens The Power to Prevent Suicide: A Guide for Teens Helping Teens Weight Loss Confidential Journal: Week-by-Week Success Strategies for Teens from Teens Visions of Me: A Journal for Teens Who Witnessed Domestic Violence (Journals for Teens) Teens Write Through It: Essays from Teens Who have Triumphed Over Trouble Regener8 - A Christian Devotional for Teens (Straight Talk for Street Smart Teens)