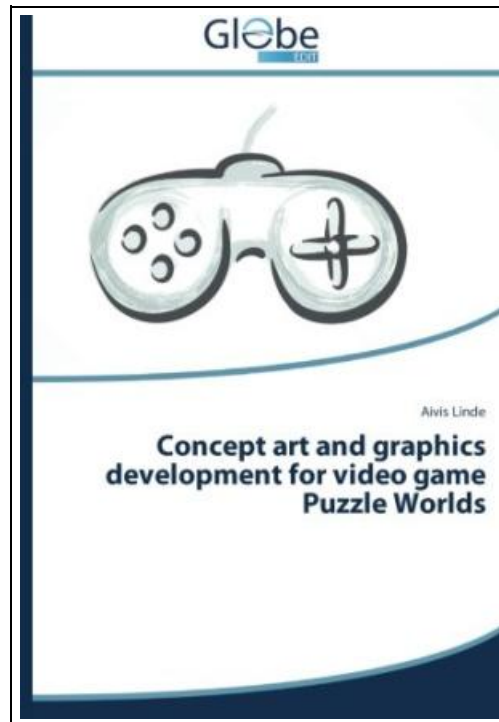


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CONCEPT ART AND GRAPHICS DEVELOPMENT FOR VIDEO GAME PUZZLE WORLDS



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Condition: New. Publisher/Verlag: GlobeEdit | The author believes that all the development stages of the video game are very important. The game could not be powered without programming and development of mechanisms. Also the game and level design creates the gameplay exciting and meaningful. But the author believes that particularly his subject, research and development of graphics, is very important nowadays because a player first sees the introduction screens, menus, characters and the game level visual designs and only then he/she examines mechanics and the quality of game level designs. User experience or usability has been a very topical subject in different interactive design areas and it is also very important for the author to think about in the game development. This is particularly important if in the future the specific game will be adjusted to smaller sized screens with even more limited space than computer screens. How much information or graphic elements would it be possible to show and in what sizes. An on-going concern for the author is how to create a player-friendly and clear game environment. | Format: Paperback | Language/Sprache: english | 97 gr | 220x150x3 mm | 60 pp.



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