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Game Art For Teens (Game Development Series)



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

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Technology > Games & Strategy Guides > Game Programming

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 website, 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 in the book are too small. Eg, "Create a polygon cube of the dimensions shown in Figure XX.XX" is given though the image is so small that you can't read the numbers. The sliders are helpful for some figures giving a hint at what the number should be. Suggestions as to fix this problem are as follows. This font size problem which if it was present in the first version really should have been fixed in this 2nd version. 1) Use a magnifying glass but it's still too small to read. You can see things like slider position and vertex position though. 2) Scan a page with 300dpi or 500dpi but the quality of the printed figure isn't good enough for you to read the scanned version. And it takes too long to scan at that dpi. 3) Put the figure images up on a website like the author's website or publisher. 4) Put the figure images on the CD that accompanies the book. There's probably plenty of room on the CD. But the pros of small figures is that you press every widget on the user interface relating to the figure... That as compared with just entering the numbers if a readable 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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