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(Roxanne Stehr)

GAME SCENE DESIGN (WITH CD-ROM ANIMATION AND DIGITAL MEDIA PROFESSIONAL SECOND FIVE-MATERIALS)

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paperback. Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment. Pages Number: 162 Publisher: Hunan University Pub. Date :2010-08-01 version 1. Animation and digital media professional second five series of textbooks. This book is divided into five chapters: an overview of the game scene design. stage and performance tools. training and self-observation and analysis. design and creation. appreciation of good works. The first chapters of the game scenes art. game design scene features and positioning. designed to expand the game scenes are outlined; second chapter gave a detailed hand-drawn shape tools. computer-aided modeling tools. color-based. perspective-based; Chapter III of the space form. the scene of the performance space. the atmosphere create a set design for a more detailed explanation; Chapter of the database construction. design and exploration. integrated design for a detailed explanation; final chapter on the international scene the classic good appreciation for the work. Book is supplemented by a large number of cases outstanding set design. and equipped with courseware in teaching. This book is dedicated game scene design course materials can also be animated as a professional or higher education teaching or related professional reference books. but also that the animation and art design. animation practitioners to appreciate the ideas and designs to provide reference. Contents: 01 Game Scene Design Overview 1.1 game scene art scene design 1.1.1 Introduction 1.1.2 Game game design scene Analysis 1.1.3 Matte Painting Application Overview 1.2 game scene design and positioning of functional characterization of space-time 1.2.1 1.2. two pairs of strengthening the role of psychological character of the story reinforce 1.2.3 1.3 1.3.1 game scene designed to expand the game scenes and scenes of the game market demand 1.3.2 1.3.3 games and game makers and game players 02 scenes and performance tools...

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