

## The Art of Producing Games (Paperback) - Common



Game Art analyzes everything that goes into designing and building a successful videogame. Every stage of the process is dissected and examined—from initial concepts, sketches, and storylines, through early prototypes built for testing gameplay, to the full-scale production of all the component elements—script, storyboards, screenplay, graphics, video, music, sound effects, code, and so on. It l...

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