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Level Design: Concept, Theory, and Practice

Rudolf Kremers

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Rudolf Kremers : Level Design: Concept, Theory, and Practice before purchasing it in order to gage whether or not it would be worth my time, and all praised Level Design: Concept, Theory, and Practice:

0 of 0 people found the following review helpful. Great book on the core basicsBy DJGreat book on the core basics, developers of all kinds can learn from this. A must have if you're a jsut starting out developer. Wish I had read this years ago!1 of 14 people found the following review helpful. On time!By CustomerThis showed up on time and in great condition from the seller. Very helpful book that was suggested by my professor. Unlike alot of game design books, this one doesn't talk about game design and then become all about explaining one particular game engine. It's really just about design, which is a nice thing!6 of 12 people found the following review helpful. Should read: Game Theory Applied to Level Design PracticeBy CynicalFanDon't get me wrong, this isn't a bad book. It's a good reference for those starting off as level designers who want to get a strong grasp of game design theory minus any real practical applications (exercises). However, it is not what it makes out to be. There is NO level design theory here, but rather, existing game design theory that has been *applied" to level design. That's nice and all however, it really adds nothing

new to the theory of game design let alone level design. You can find all this theory in other books or via articles as published by Gamasutra. As the author wrote this book as a level design resource, acknowledging that there is very little in the way of level design theory. Well, just reinterpreting existing game design theory isn't really a good foundation to start from. As that has already been explored in depth before.

Good or bad level design can make or break any game, so it is surprising how little reference material exists for level designers. Beginning level designers have a limited understanding of the tools and techniques they can use to achieve their goals, or even define them. This book is the first to use a conceptual and theoretical foundation to build such a set of practical tools and techniques. It is tied to no particular technology or genre, so it will be a useful reference for many years to come. Kremers covers many concepts universal to level design, such as interactivity, world building, immersion, sensory perception, pace, and more, and he shows how to apply these concepts in practical ways, with many examples from real games.

A book on level design comprehensive and relevant enough that I can recommend it to professional colleagues and students alike. The industry has needed a book like this for years. Kremers leaves no stone unturned, touching upon the relationship between level design and the games lighting, audio, story, artificial intelligence, mechanics, puzzles . . . Its a truly grand task to take in the domain of level design and try to wrap it up into a book of manageable length. Kremers has succeeded in doing so, unafraid to mix in the relevant considerations of game design, art, and psychology where applicable. Chris DeLeon, February 2010 This is not just another book that deals with the discipline of level design. ... This book covers relevant concepts and theories behind designing levels. Instruction in building levels is replaced by fascinating examinations behind the reasons why. A. Chen, CHOICE Magazine, June 2010

About the Author Rudolf Kremers is a veteran game designer who has worked on a plethora of games ranging from small and fun titles for handheld systems to multi-million selling games and franchises on consoles and PCs. His professional experience includes work on original IP as well as famous established brands like Harry Potter, Championship Manager, and Avatar the Last Airbender. Kremers is the founder of Omni Systems, which produces and develops games and (interactive) media that push for progressive, positive, or social video game experiences. Additionally he works as a games consultant. He is the co-developer of an exciting new game, Euforia (formerly Dyson), which will be launched this fall. He lives in Folkestone in Great Britain.