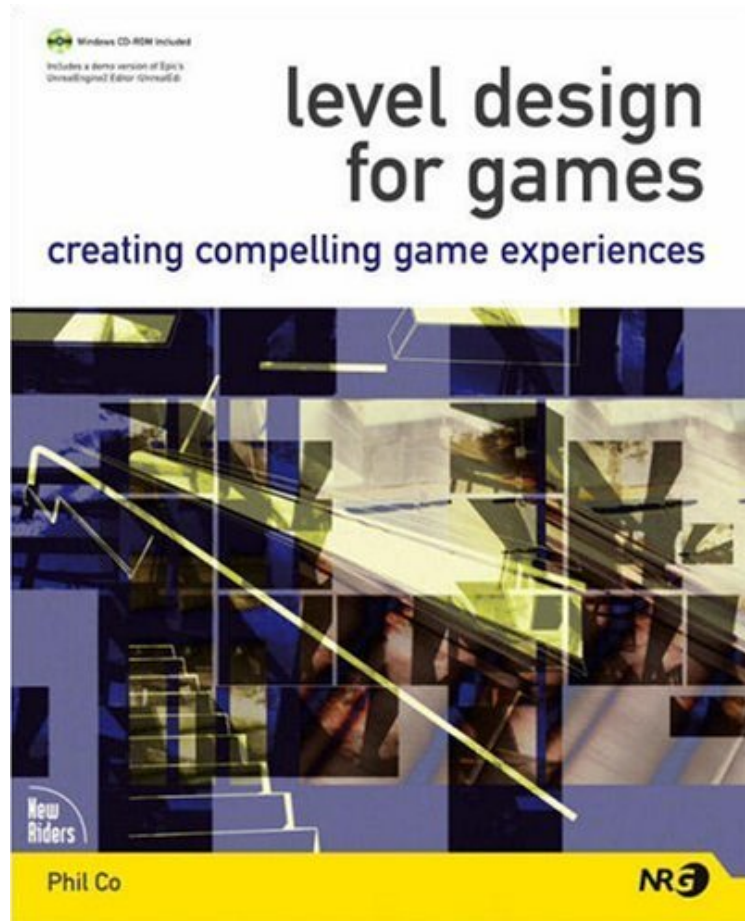


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Level Design for Games: Creating Compelling Game Experiences

Phil Co

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Phil Co : Level Design for Games: Creating Compelling Game Experiences before purchasing it in order to gage whether or not it would be worth my time, and all praised Level Design for Games: Creating Compelling Game Experiences:

3 of 3 people found the following review helpful. Not perfect, but pretty much the best aroundBy C. ProctorAs an experienced game developer, I found "Level Design for Games" to be a refreshing change, focusing as it does on real world level documentation, from brainstorming, to paper maps, to prototyping and final development. The processes provided are very similar to what you find in professional game development, with an eye to asset reuse and testing designs as early on as possible.It's not perfect however, the text has a few inaccuracies, and some of the content has dated. The last third of the book is very focused on Unreal, so skip it if you're using another engine, but everything else is applicable to level design in general.Regardless, I believe there to be no better introduction to level design, go buy it if you're interested in making level design your career, or if you're going to be involved in the level design process in any way (system designers, environment artists and producers take note).1 of 1 people found the following

review helpful. Best Book on game level design I bought yet, and I've bought a bunch! By Bobby J Dabbs Older book but very knowledgeable on the subject. There are lots of clear explanations and example images. I have bought several books on the same subject much newer and more expensive and this book trumps them all. 0 of 1 people found the following review helpful. Very informative and highly recommended By Shea T. Harvey If you are interested in becoming a game designer... here's your text book, more like your bible. The layout is well done, the information is reasonably up to date (just a little behind the times) and full of ideas and suggestion in assignment format to really get you thinking like a designer. I recommend this one highly.

At the heart of any great computer game are expertly designed levels: the locales and stages that define gameplay. And at the core of any strong game development team are the level designers: the people who create the spaces and environments that you move through while playing the game. And because level design doesn't require a fine arts or programming degree, it's one of the best avenues into a career in game development. *Level Design for Games: Creating Compelling Game Experiences* is the definitive guide to level design, both for aspiring game developers, and for industry pros looking for practical, best-practice tips and advice. With over ten years of experience with some of the industry's top developers, Phil Co starts the reader at the very beginning of the game development process, explaining the level designer's role in the all-important preproduction phase. Co then moves into the production phase, using a fictional level to demonstrate how to create and refine your level. Packed with screenshots, diagrams, and real-world examples, this book gives you all the tools you need to build your own professional-grade level, including level narratives, descriptions, diagrams, and templates. Chapter assignments help you practice what you've learned, and the demo of Epic's UnrealEngine2 Editor (UnrealEd), included on the companion CD-ROM, gives you hands-on experience with an industry-standard tool. Phil Co has a degree in architecture from the University of Virginia but opted instead for a career in video games. Starting out as a tester at SEGA, he's been a level designer since 1996 for some of the best-regarded game developers in the industry, including Cyclone Studios, Blizzard, and Valve Software, makers of the hugely popular Half-Life series. Phil lives in Seattle with his wife and son. Anyone interested in a level design career should read this book. Phil does an excellent job covering all the aspects of level design across several game genres. Rob Pardo, Vice President of Game Design, Blizzard Entertainment "An indispensable guide to the theory, process, and practice of level design." --Robin Walker, Designer, Valve Software "This book contains a wealth of valuable information for anyone interested in Level Design. It is one of the few books I would recommend to my gaming students." --Todd Robinson, Game Design Instructor, Academy of Art University, San Francisco

From the Back Cover At the heart of any great computer game are expertly designed levels: the locales and stages that define gameplay. And at the core of any strong game development team are the level designers: the people who create the spaces and environments that you move through while playing the game. And because level design doesn't require a fine arts or programming degree, it's one of the best avenues into a career in game development. *Level Design for Games: Creating Compelling Game Experiences* is the definitive guide to level design, both for aspiring game developers, and for industry pros looking for practical, best-practice tips and advice. With over ten years of experience with some of the industry's top developers, Phil Co starts the reader at the very beginning of the game development process, explaining the level designer's role in the all-important preproduction phase. Co then moves into the production phase, using a fictional level to demonstrate how to create and refine your level. Packed with screenshots, diagrams, and real-world examples, this book gives you all the tools you need to build your own professional-grade level, including level narratives, descriptions, diagrams, and templates. Chapter assignments help you practice what you've learned, and the demo of Epic's UnrealEngine2 Editor (UnrealEd), included on the companion CD-ROM, gives you hands-on experience with an industry-standard tool. Phil Co has a degree in architecture from the University of Virginia but opted instead for a career in video games. Starting out as a tester at SEGA, he's been a level designer since 1996 for some of the best-regarded game developers in the industry, including Cyclone Studios, Blizzard, and Valve Software, makers of the hugely popular "Half-Life" series. Phil lives in Seattle with his wife and son. "Anyone interested in a level design career should read this book. Phil does an excellent job covering all the aspects of level design across several game genres." --Rob Pardo, Vice President of Game Design, Blizzard Entertainment "An indispensable guide to the theory, process, and practice of level design." --Robin Walker, Designer, Valve Software "This book contains a wealth of valuable information for anyone interested in Level Design. It is one of the few books I would recommend to my gaming students." --Todd Robinson, Game Design Instructor, Academy of Art University, San Francisco