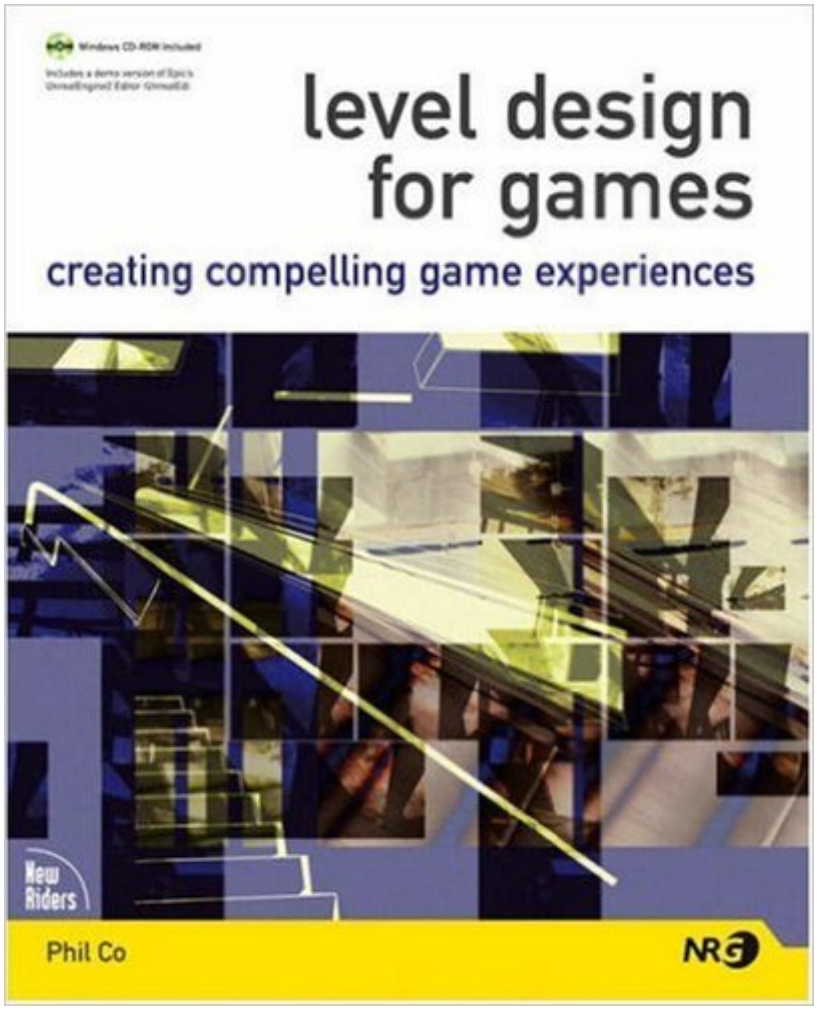
The book was found

Level Design For Games: Creating Compelling Game Experiences



PDF
Adobe
DOWNLOAD EBOOK

Synopsis

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 doesnâ ™t require a fine arts or programming degree, itâ ™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 industryâ ™s top developers, Phil Co starts the reader at the very beginning of the game development process, explaining the level designerâ ™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 youâ ™ve learned, and the demo of Epicâ ™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, heâ ™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 â œHalf-Lifeâ • series. Phil lives in Seattle with his wife and son. Â â œAnyone 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.â • â ”Rob Pardo, Vice President of Game Design, Blizzard Entertainment â œAn indispensable guide to the theory, process, and practice of level design.â • â ”Robin Walker, Designer, Valve Software â œThis 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.â • â ”Todd Robinson, Game Design Instructor, Academy of Art University, San Francisco

Book Information

Paperback: 352 pages
Publisher: New Riders; 1 edition (February 18, 2006)
Language: English
ISBN-10: 0321375971

ISBN-13: 978-0321375971
Product Dimensions: 7.4 x 0.8 x 9.1 inches
Shipping Weight: 1.4 pounds (View shipping rates and policies)
Average Customer Review: 4.2 out of 5 starsÂ Â See all reviewsÂ (8 customer reviews)
Best Sellers Rank: #730,501 in Books (See Top 100 in Books) #105 inÂ Books > Computers & Technology > Games & Strategy Guides > Game Design #540 inÂ Books > Computers & Technology > Games & Strategy Guides > Game Programming #877 inÂ Books > Textbooks > Computer Science > Graphics & Visualization

Customer Reviews

I was expecting a high level of thinking for puzzles and level designs from this book. Instead it took the reader through game production as a whole to highlight where level design fit in to all of it, touching on common sense level design.He also emphasizes the basics of the artist process, purpose in design, reference material, and the general to specific strategy. The last half of the book Co takes readers through the actual building of levels in the unreal engine, in essence writing an unreal engine tutorial of sorts. Making the books actually topic - A basic overview on game production and an Unreal Engine tutorial. Level design is an important field of study for games and I wished this book could have focused on that. I would recommend this book to beginners of game production that will be using the unreal engine, but for everyone else seeking the topic, which is the title of this book, look else where.

This is an excellent book. It is straightforward and delivers very useful information. This book is devoid of the fluff, generalizations and pseudo-intellectual chatter so many books in the game development/design genre contain. This author speaks from experience, which is evident from his bio, but more so from the flow and genuine voice of his writing. I am particularly cynically and harsh on books in this genre so I didn’t write this review lightly.

As 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).

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.

Download to continue reading...

Level Design for Games: Creating Compelling Game Experiences Designing Voice User Interfaces: How to Create Engaging and Compelling Experiences Love The Person You're With: Life-Changing Insights from the Most Compelling Near-Death Experiences Ever Recorded Warriors Word Scramble: Word Scramble Games - Word Search, Word Puzzles And Word Scrambles (Word Games, Brain Games, Word Search, Word Search Games, Word ... Scramble, Word Scrabble, Unscramble Word) Hoyle's Rules of Games: The Essential Family Guide to Card Games, Board Games, Parlor Games, New Poker Variations, and More The Game Inventor's Guidebook: How to Invent and Sell Board Games, Card Games, Role-Playing Games, & Everything in Between! Costume Design 101 - 2nd edition: The Business and Art of Creating Costumes For Film and Television (Costume Design 101: The Business & Art of Creating) Game Development Essentials: Game Level Design The Web Game Developer's Cookbook: Using JavaScript and HTML5 to Develop Games (Game Design) Multiplayer Game Programming: Architecting Networked Games (Game Design) Games, Design and Play: A detailed approach to iterative game design Pervasive Games: Theory and Design (Morgan Kaufmann Game Design Books) The St. Paul Conspiracy: A compelling crime thriller (Mac McRyan Mystery Series) Compelling Interest: The Real Story behind Roe v. Wade Electing To Murder: A compelling crime thriller (Mac McRyan Mystery Series) The Optician's Wife: a compelling new psychological thriller WordPress Web Design Made Easy: Intermediate Level - (Part II of Wordpress Made Easy Series): Designed with the latest version of WordPress 4.5.3 - (Intermediate Level) - Also includes bonus material Interdisciplinary Interaction Design: A Visual Guide to Basic Theories, Models and Ideas for Thinking and Designing for Interactive Web Design and Digital Device Experiences Interface Design for Learning: Design Strategies for Learning Experiences (Voices That Matter) ZBrush Creature Design: Creating Dynamic Concept Imagery for Film and Games

Dmca