



Design and Content Creation: A GameDev.net Collection (Course Technology Ptr)

Drew Sikora, John Hattan

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Welcome to "Design and Content Creation: A GameDev.net Collection," the second in a series of books published in collaboration with GameDev.net, the online community where game developers worldwide can network and freely exchange information and ideas. Assembled in print for the first time, and comprised of the best game design and content creation articles that have appeared on GameDev.net over the past decade, this volume features invaluable information and ideas for anyone who wants to learn how to shape a great game idea into an actual functioning, and most importantly, fun game. You'll learn game design mechanics, benefit from invaluable professional insights into successful game creation, discover how to make good game art even if you're not an artist, and even explore the tools and techniques that make for awesome game audio. All articles have been updated to comply with the latest technology, and as a bonus, this volume also features exclusive, new content that cannot be found anywhere else. Continuing in their tradition of excellence, "Design and Content Creation: A GameDev.net Collection" captures the best of GameDev.net and is an invaluable resource in your pursuit of game development success.

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