

TAYLOR & FRANCIS

Gaming Technology and Animation New Titles for 2018



Welcome

Welcome to our Gaming Technology and Animation catalogue where we are pleased to present a selection of new titles, from Routledge/Taylor and Francis, for 2018.

Titles presented within this catalogue will cover a range of topics including Animation, Game Design and Development, Gaming and Video Games. This catalogue also includes titles which look at different game genres including action, adventure, strategy and role-playing games, as well as game mechanics, 2D or 3D modelling, artificial intelligence (AI), computer graphics, level design and sound effects. Game programming tools which encompass languages, such as C++ and Python, and application programming interfaces (APIs), such as Direct3D and OpenGL are also covered within this catalogue.

For more information, or to place an order, please contact your local sales representative.

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Adaptation for Animation

Transforming Literature Frame by Frame

Hannes Rall, Associate professor, Nanyang Technological University

Talented animation artists often neglect successful storytelling in favour of strong visuals, but now you can have both with this complete guide to adaptation for animation. Veteran independent filmmaker Hannes Rall teaches you how to draw and adapt inspiration from copyright-free materials like fairy tales, myths, and classic literature, making it easier than ever to create your own compelling narrative. With sections on subjects like transcultural adaptations, storyboarding, visual poetry, and colour scripts, this book is just the right mix of practical advice, lavish illustrations, and industry case studies to give you everything you need to start adapting your story today.

A K Peters/CRC Press

Market: Animation

February 2019: 235 x 191: 400pp

Hb: 978-1-138-88647-6: £94.99

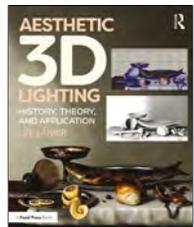
Pb: 978-1-138-88648-3: £38.99

eBook: 978-1-315-71449-3

* For full contents and more information, visit: www.crcpress.com/9781138886483

Aesthetic 3D Lighting

History, Theory, and Application



Lee Lanier, Visual Effects Artist, USA

In this book, industry veteran, artist and teacher Lee Lanier delves into the history, theory, and the practical and aesthetic application of lighting in 3D programs, from simple lighting scenarios all the way to advanced, complex lighting situations. Short tutorials are included for introductory lessons suitable for beginners, while longer tutorials (in the form of case studies) are designed for advanced lighting situations and offer a challenge to both beginners and professionals. An accompanying eResource includes project files for all of the tutorials and exercises discussed in the book.

Routledge

Market: Animation / Film & Video

March 2018: 235 x 191: 224pp

Hb: 978-1-138-73756-3: £130.00

Pb: 978-1-138-73757-0: £36.99

eBook: 978-1-315-18527-9

* For full contents and more information, visit: www.routledge.com/9781138737570

Bendazzi's History of Animation

Edited by Giannalberto Bendazzi, Visting professor, Nanyang Technological University of Singapore

A continuation of 1994's groundbreaking *Cartoons*, Giannalberto Bendazzi's *Animation: A World History, Abridged Edition* is based on the largest, deepest, most comprehensive text of its kind. Based on the idea that animation is an art form that deserves its own place in scholarship, Bendazzi delves beyond just Disney, offering readers glimpses into the animation of Russia, Africa, Latin America, and other often-neglected areas and introducing many previously undiscovered artists. Full of first-hand, never before investigated, and elsewhere unavailable information, *Animation: A World History* encompasses the history of animation production on every continent over the span of three centuries.

CRC Press

Market: Games & Animation

August 2019: 229 x 152

Pb: 978-1-138-03352-8: £44.99

eBook: 978-1-315-26993-1

* For full contents and more information, visit: www.crcpress.com/9781138033528

Career Journey

Following the Path of Animation and Digital Media Heroes

Jan Nagel, Otis College of Art and Design, Los Angeles, California, USA

Whether you are just starting out or are at one of the great thresholds in your life, the experts in animation, game, visual effects and digital media will help guide you through the unknown and the treacherous path. This career guide will prepare readers for their future by offering insight and invaluable advice from recruiters, hiring managers, producers and those making decisions about hiring for animation, game, visual effects and digital media. This book is an insider's point of view of how to create your career and how to reinvent yourself to get to the next level. This resource is beneficial for both students as well as a refresher for professionals.

CRC Press

Market: Games & Animation

February 2019: 254 x 178: 352pp

Pb: 978-1-498-77555-7: £38.99

* For full contents and more information, visit: www.crcpress.com/9781498775557

Composition for the 21st 1/2 Century, 2 Volume set



Thomas Paul Thesen

This book is about composition and its application in animation, illustration, games and film. It covers various aspects of design and explains in detail the use of the specific aspect and provides examples of its impact. Focus is on the ability of each aspect to tell a story and how it affects story. Additionally case studies are included that explain the successful use of those aspects in film

and animation. The book is geared to students and professionals, however tries to be as simple as possible in the presentation of each aspect, but also complex in its case studies. The book's goal is to see composition as a technical part of image and film and as an artistic tool.

CRC Press

Market: Games & Animation

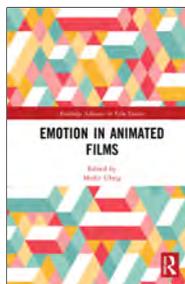
February 2019: 279 x 216: 854pp

Hb: 978-1-138-74095-2: £190.00

Pb: 978-1-138-74092-1: £100.00

* For full contents and more information, visit: www.crcpress.com/9781138740921

Emotion in Animated Films



Edited by Meike Uhrig, University of Tübingen, Germany

Series: *Routledge Advances in Film Studies*

Be it the portrayal of emotional characters in moving films or the creation of controllable emotional stimuli in scientific contexts, computer animation's characteristic artificiality makes it ideal for various areas connected to the emotional: "the ability to move beyond the constraints of the empirical "real world," animation allows for an immense freedom. This book looks at international film productions using animation techniques to display and/or to elicit emotions, with a special attention to the aesthetics, characters and stories of these films, and to the challenges and benefits of using computer techniques for these purposes.

Routledge

Market: Film Studies/Animation

October 2018: 229 x 152: 216pp

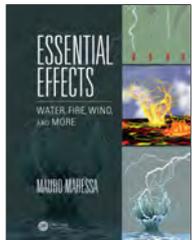
Hb: 978-1-138-30328-7: £110.00

eBook: 978-0-203-73125-3

* For full contents and more information, visit: www.routledge.com/9781138303287

Essential Effects

Water, Fire, Wind, and More



Mauro Maressa, Instructor, Otis College of Art and Design; Former Head of Animated Effects, Disney

Animate the world around you! Follow along with veteran Disney effects artist Mauro Maressa as he teaches you how to create and animate natural phenomena like water, fire, smoke, lightning, lava, mud, and wind. *Essential Effects* will help you plan, draw, design, and animate traditional 2D effects, taking your ideas all the way from rough sketch to finished product. Using a series of full-color visual breakdowns and diagrams, this book gives you a clear, concise understanding of what it takes to create credible, compelling effects in your own projects.

CRC Press

Market: Animation

April 2018: 279 x 216: 286pp

Hb: 978-1-138-19692-6: **£95.00**

Pb: 978-1-138-10107-4: **£29.99**

eBook: 978-1-315-65724-0

* For full contents and more information, visit: www.crcpress.com/9781138101074

Experimental Animation

From Analogue to Digital

Edited by **Miriam Harris**, Auckland University of Technology, New Zealand, **Lilly Husbands**, King's College London, UK and **Paul Taberham**, Arts University Bournemouth

Experimental Animation: From Analogue to Digital charts the aesthetic, theoretical and cultural territories that experimental animation occupies in the current multimedia landscape. This collection offers readers interested in animation, experimental cinema, new media, and moving image art an interdisciplinary investigation into the complexities of this elusive art form. Contributors to the anthology investigate classic and contemporary experimental animation practices and their theoretical and sociocultural implications from a range of approaches.

Routledge

Market: Animation Studies

February 2019: 234x156

Hb: 978-1-138-70296-7: **£110.00**

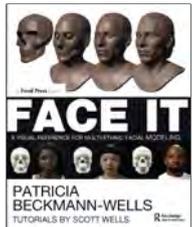
Pb: 978-1-138-70298-1: **£32.99**

eBook: 978-1-315-20343-0

* For full contents and more information, visit: www.routledge.com/9781138702981

Face It

A Visual Reference for Multi-ethnic Facial Modeling



Patricia Beckmann Wells

Presents practical hands-on techniques, 3D modeling and sculpting tools with Maya and ZBrush production pipelines focused on the facial modeling of 7 ethnicity models. This title features over 100 different models ranging in age from newborn to elderly characters.

Routledge

December 2018: 191 x 235

Hb: 978-1-138-42857-7: **£145.00**

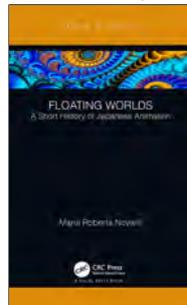
Pb: 978-0-240-82394-2: **£36.99**

eBook: 978-0-240-82400-0

* For full contents and more information, visit: www.routledge.com/9781138428577

Floating Worlds

A Short History of Japanese Animation



Maria Roberta Novielli

Series: Focus Animation

Through the analysis of the work of the main Japanese animators starting from the pioneers of 1917, the book will overview the whole history of Japanese animated film, including the latest tendencies and the experimental movies. In addition to some of the most acclaimed directors Miyazaki Hayao, Takahata Isao, Shinkai Makoto, Tezuka Osamu and Kon Satoshi, the works of masters of animation such as Kawamoto Kihachirō, Kuri Yōji, Ōfuji Noburō and Yamamura Kōji will be analysed in their cultural and historical context. Moreover, their themes and styles will be the linking thread to overview the Japanese producing system and the social and political events which have often influenced their works.

CRC Press

Market: Games & Animation

January 2018: 216 x 140: 172pp

Hb: 978-1-138-57128-0: **£45.00**

eBook: 978-0-203-70293-2

* For full contents and more information, visit: www.crcpress.com/9781138571280

Game Anim

Video Game Animation Explained

Jonathan Cooper

Hints, tips, and best practices for creating video game animation learned from some of the largest and most successful video game productions in the world. This book de-mystifies the animation side of game development, explaining every step of the process while providing valuable insights and work philosophies for creating the best animation for beginners and professionals. Taking readers through a complete game project and featuring workable examples and interactive tutorial scenes, this book provides clear understanding of game animation fundamentals and explanations of the very latest in cutting edge technology and techniques to provide a holistic approach to the field of game animation.

A K Peters/CRC Press

Market: Games & Animation

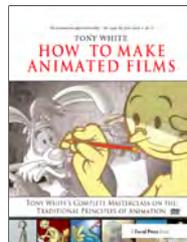
February 2019: 229 x 152: 336pp

Pb: 978-1-138-09487-1: **£38.99**

* For full contents and more information, visit: www.crcpress.com/9781138094871

How to Make Animated Films

Tony White's Complete Masterclass on the Traditional Principals of Animation



Tony White

Lets you experience many of the teaching techniques of the golden era of Disney and Warner Brothers studios and beyond all from the comfort of your own home or studio. This title features Animation Master Class that is designed to cover the core principles of animated movement.

Routledge

February 2018: 246x189

Hb: 978-1-138-40324-6: **£145.00**

Pb: 978-0-240-81033-1: **£46.99**

eBook: 978-0-080-92784-8

* For full contents and more information, visit: www.routledge.com/9781138403246

Introduction to 3D Modeling and Animation

Magesh Chandramouli, Purdue University, Calumet, Hammond, Indiana, USA

Graphics and 3D modeling/animation are cornerstones of the gaming industry, motion picture industry, digital lighting, and many other disciplines. Current books on this topic assume a basic or prior knowledge in 3D modeling/animation, making it extremely confusing for beginners and students due to their complex narrative. This book provides a simplistic and straightforward approach to the topic with thorough coverage of the fundamental concepts of 3D modeling/animation as well as the mathematical foundations. Carefully crafted custom 3D models, review questions and other features make this the essential book for introductory animation, lighting/rendering and motion for computer animation.

CRC Press

Market: Games & Animation
February 2019: 254 x 178: 416pp
Pb: 978-1-498-76491-9: **£44.99**
eBook: 978-1-498-76492-6

* For full contents and more information, visit: www.crcpress.com/9781498764919

Japanese Animation

Transnational Industry and Culture in Asia

Edited by Wong Heung Wah and Marco Pellitteri

Series: Routledge Culture, Society, Business in East Asia Series

"Anime", involving hand drawn or computer animation, often characterized by colourful graphics, vibrant characters and fantastical themes, is a quintessentially Japanese art form. Distributed through cinema, television and over the internet it has an enormous following, both in Japan and more widely. This book provides a comprehensive survey of the historical development, industrial structure and technical features of Japanese animation, and of the overall dynamics of its globalization. Specific chapters cover production techniques, "anime" as an "emotion industry" and the involvement of a range of East Asia countries both in the production of and consumption of Japanese animation.

Routledge

Market: Asian Studies / Cultural Studies / Media Studies
May 2019: 234x156: 288pp
Hb: 978-1-138-56646-0: **£115.00**

* For full contents and more information, visit: www.routledge.com/9781138566460

Mechanical Creations in 3D

A Practical Look into Complex and Technical Setups for Animation & VFX

Stewart Jones

Cogs, cranks, wheels, plates, chains, springs and pistons - a nightmare for animators. This book shows 3D artists how to create, setup, control and automate movements for complex and technically challenging mechanical structures all while working on a superdetailed steampunk train! This book will specifically implement current industry trends and techniques for animated mechanical structures. We will be using 3ds Max only, with no plugins and no additional software. Readers will close out this book with a completed steampunk train for their portfolios.

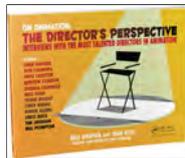
Chapman and Hall/CRC

Market: Computer Science & Engineering
December 2018: 229 x 152: 176pp
Hb: 978-1-138-56050-5: **£115.00**
Pb: 978-1-138-56049-9: **£53.99**
eBook: 978-0-203-71156-9

* For full contents and more information, visit: www.crcpress.com/9781138560499

On Animation

The Director's Perspective Vol 1



Ron Diamond

On Animation: The Director's Perspective is a collection of interviews with 21 animated feature-film directors. These extensive interviews were conducted over the past several years by filmmakers and educators (and peers to the directors interviewed) Tom Sito and Bill Kroyer. Interviews cover in-depth discussion of each director's career -- focusing on their creative development, their films, lessons learned and advice. The

interviews were edited and produced by Ron Diamond.

CRC Press

Market: Games & Animation
February 2019: 254 x 178: 372pp
Hb: 978-1-138-06707-3: **£115.00**
Pb: 978-1-138-06653-3: **£38.99**
eBook: 978-1-315-15881-5

* For full contents and more information, visit: www.crcpress.com/9781138066533

Organic Modeling for Animation

David Mauriello

Modeling and animating a realistic, anatomically correct human being has never been simpler. Divided into two sections, this book introduces readers to both the theory and practice of organic modeling, including tools and methods such as subdivision modeling, smoothing, topology, and polygon basics. The second half of the book is dedicated to modeling each part of the human body, with step-by-step tutorials and accompanying project files so you can work alongside the lessons. With customized topology roadmaps for each body part and wide coverage on a variety of modeling and sculpting software programs, this is your complete reference to organic modeling and animation.

CRC Press

Market: Animation
August 2019: 235 x 191
Pb: 978-1-138-01824-2: **£46.99**

* For full contents and more information, visit: www.crcpress.com/9781138018242

Puppetry, Puppet Animation and the Digital Age

Rolf Giesen, Visual Effects Society

Series: Focus Animation

Rolf Giesen's Puppetry, Puppet Animation and the Digital Age explores the unique world of puppetry animation and its application in the digital age. With the advent of digital animation, many individuals see puppetry and 2D animation as being regulated to a niche market. Giesen's text argues against this viewpoint, by demonstrating the pure aesthetic value they have, as well as examples of some of the greatest cinematic uses of puppets. Such samples include, *The Adventures of Prince Achmed*, Ladislav Starevich, O'Brien, Harryhausen and Danforth, Trnka and Švankmajer, Aardman and Laika Studios, *ParaNorman*, and *the Boxtrolls*.

Routledge

Market: Games & Animation
October 2018: 216 x 140: 118pp
Hb: 978-0-815-38204-1: **£45.00**
eBook: 978-1-351-20931-1

* For full contents and more information, visit: www.routledge.com/9780815382041

2nd Edition

Quick Sketching with Ron Husband

Revised and Expanded

Ron Husband, Animator, Disney, California

Quick Sketching with Ron Husband offers instruction to quick sketching and all its techniques. From observing positive and negative space and learning to recognize simple shapes in complex forms to action analysis and using line of action, this Disney legend teaches you how to sketch using all these components, and how to do it in a matter of seconds. Watch his drawings as he grows from a young, talented artist, to a true Disney animator. Follow him as he goes around the world and sketches flamenco dancers, football players, bakers, joggers, lions, tigers, anyone, and anything.

Routledge

Market: Animation

April 2019: 279 x 216: 384pp

Hb: 978-1-138-33675-9: **£115.00**Pb: 978-1-138-33674-2: **£38.99**

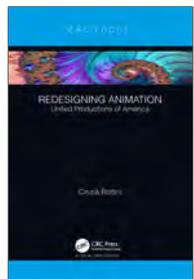
eBook: 978-0-429-44287-2

Prev. Ed Pb: 978-0-415-82334-0

* For full contents and more information, visit: www.routledge.com/9781138336742

Redesigning Animation

United Productions of America



Cinzia Bottini

Series: *Focus Animation*

United Productions of America's legacy in the history of animation had a significant impact on animation style, content, and technique, and its innovations were recognized and adopted by the other major animation studios and independent filmmakers all over the world. UPA pioneered the technique of limited animation. Although this style of animation came to be widely used in the 1960s and 1970s as a cost-cutting measure, it was originally intended as a stylistic alternative to the growing trend (particularly at Disney) of recreating cinematic realism in animated films.

Routledge

Market: Games & Animation

August 2018: 229 x 152: 266pp

Hb: 978-0-815-38179-2: **£115.00**Pb: 978-0-815-38178-5: **£46.99**

eBook: 978-1-351-20959-5

* For full contents and more information, visit: www.routledge.com/9780815381785

Simplifying Color

A Guide for Traditional Digital Artists

Robert Pastrana, college instructor and freelance illustrator

This book is meant to give a beginning or intermediate level reader clear and instructive information about how to control and choose color. Traditional and digital mediums are covered. Introduced is the idea that there are only two problems one can ever have with color: that you have a color in mind but don't know how to make it, or that you can't figure out what colors you want to use. Also covered are understanding and controlling the three properties of color, and ideas that can help one decide how to go about selecting potential palettes.

CRC Press

Market: Games & Animation

August 2019: 279 x 216: 248pp

Pb: 978-1-498-77839-8: **£46.99**

eBook: 978-1-498-77840-4

* For full contents and more information, visit: www.crcpress.com/9781498778398

Timing in 3D Animation

It's About Time

Michal Makarewicz

Timing in 3D Animation ushers timing for animation into the digital age by applying timeless techniques used by every animator to modern media. The 3D medium allows for much more complexity in animation, and the art of timing can become lost or misunderstood amongst the details. Author Michal Makarewicz of Pixar Animation Studios draws on his own experiences and teaches animators the basics of timing in animation while also delving into how time can affect the mood of an animator's work. This book draws on the basics of timing in animation and teaches readers not only how to animate a character or a bouncing ball, but also how to make a successful animated movie, short, or show.

Routledge

Market: Animation

August 2019: 246 x 189: 256pp

Pb: 978-1-138-77796-5: **£38.99**

eBook: 978-1-315-77141-0

* For full contents and more information, visit: www.routledge.com/9781138777965

Unlocking Animation Layout

Expert Techniques for Effective Backgrounds



Dan Hansen, Former Head of Character Animation, CalArts; Layout Artist and Supervisor, Disney Feature Animation

Acting as your personal mentor, this book walks you through all of the elements of design and layout you'll need to become a successful layout artist. Each chapter discusses a new concept using actual layout drawings from real films, includes a list of film examples of the idea in action, and offers an assignment

that, once completed, can become part of your portfolio. *Unlocking Layout* focuses on the design and art skills you'll need to affect the viewer's experience and help the director tell the story. Packed with information you won't find anywhere else, this book is an invaluable resource for students and professionals who are interested in improving their layout skills.

Routledge

Market: Animation

April 2019: 279 x 216: 307pp

Hb: 978-1-138-12055-6: **£75.00**Pb: 978-1-138-12057-0: **£38.99**

eBook: 978-1-315-65164-4

* For full contents and more information, visit: www.routledge.com/9781138120570

Visual Storytelling with Color and Light



Michael Humphries, Instructor, Art Center College of Design, Pasadena, CA

In the world today—where digital is considered king—new artists often forego training in traditional mediums, only to find their art suffering down the road. *Visual Storytelling with Color and Light* offers behind-the-scenes secrets of gouache, an opaque watercolor painting technique that naturally leads its practitioners to a deeper understanding of the color theory, composition, and lighting principles they need to succeed in the industry. With insider information on best gouache practices, Photoshop enhancements, and developing a signature style, this new guide has everything you need to take your paintings and backgrounds to the next level.

CRC Press

Market: Animation

December 2018: 204 x 254: 248pp

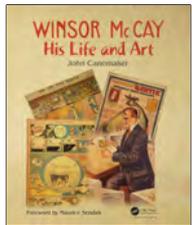
Hb: 978-0-415-72064-9: **£31.99**

eBook: 978-1-315-86686-4

* For full contents and more information, visit: www.crcpress.com/9780415720649

Winsor McCay

His Life and Art



John Canemaker

This volume is the only existing biography of one of America's greatest and most influential cartoonists. Winsor McCay (1867-1934) is universally acknowledged as the first master of both the comic strip and the animated cartoon. Although invented by others, both genres were developed into enduring popular art of the highest imagination through McCay's innovative genius. Included are new materials found since the previous publication of the book such as new comic strips of Little Nemo in Slumberland, and new sketches of Gertie the

Dinosaur.

CRC Press

Market: Games & Animation

June 2018: 288pp

Hb: 978-1-138-57887-6: **£115.00**

Pb: 978-1-138-57886-9: **£46.99**

eBook: 978-1-351-26260-6

* For full contents and more information, visit: www.crcpress.com/9781138578869

3D Asset Creating Pipeline Using Maya and Mudbox

Andrew Sanders, Wayne Community College, Goldsboro, North Carolina, USA

This book covers methods to create polygonal and NURBS objects with techniques to add and modify objects and add detail through a number of methods including: inserting edges, extruding, deforming and input modification. Also included is improving topology, creating UV layouts, digital sculpting techniques, subdivision and raycasting methods of map extraction. Final sections cover complete creation of a custom skeleton with all controls and driver/driven keys, animation, motion paths and final rendering. Designed to introduce readers to a wide variety of industry leading techniques that are used both in games and cinema. Concepts in this book are the same used in major companies everywhere.

A K Peters/CRC Press

Market: Games & Animation
February 2019: 235 x 156: 552pp
Pb: 978-1-498-78767-3: **£38.99**
eBook: 978-1-498-78768-0

* For full contents and more information, visit: www.crcpress.com/9781498787673

2nd Edition

3D Game Environments

Create Professional 3D Game Worlds



Luke Ahearn, Author; Game Publisher, Dead Reckoning and America's Army

From a steamy jungle to a modern city, or even a sci-fi space station, *3D Game Environments* is the ultimate resource to help you create AAA quality art for a variety of game worlds. Primarily using Photoshop and 3ds Max, you will learn to create realistic textures from photo source and a variety of techniques to portray dynamic and believable game worlds. With detailed tutorials on creating 3D models, applying 2D art to 3D models, and clear concise advice on issues of efficiency and optimization for a 3D game engine, Luke Ahearn gives you everything you need to

make your own realistic game environments.

A K Peters/CRC Press

Market: Games and Animation
April 2017: 229 x 178: 331pp
Hb: 978-1-138-73125-7: **£34.95**
Pb: 978-1-138-92002-6: **£34.95**
eBook: 978-1-315-68744-5
Prev. Ed Pb: 978-0-240-80895-6

* For full contents and more information, visit: www.crcpress.com/9781138920026

3D Modeling

Digital Sculpting, Texture, and Topology

Ken Cope, Ozcot Studios, Vallejo; Cañada College, Redwood City, California, USA

3D modelers use Maya in pipelines for animation, video game, VR/AR. Maya's integration with Mudbox complements general strengths, but professionals turn to specialized tools, including Photoshop, Quixel, 3D-Coat, and Allegorithmic. You will learn how to import/export in various formats, generate and refine models with polygonal geometry, digital sculpting, and textures. Tutorials demonstrate the use of individual photos to generate textures and shading networks, multiple photos to create 3D reference models, and how to use an Xbox Kinect for an artist mirror and 3D scanner. This book guides the creation of simple props and environments, from cartoon characters to more realistic humans.

CRC Press

Market: Games & Animation
March 2019: 229 x 152: 416pp
Pb: 978-1-498-78178-7: **£31.99**
eBook: 978-1-498-78179-4

* For full contents and more information, visit: www.crcpress.com/9781498781787

3ds Max Basics for Modeling Video Game Assets

William Culbertson

A textbook for learning 3d modeling fundamentals, this step-by-step lesson book builds the readers modeling skills through a series of modeling exercises. As the text introduces new modeling skills it additionally calls on the reader to perform repetitive tasks, reinforcing skills learned in the process. The content is presented as if the reader is in a working video game studio, being responsible for researching asset design, providing the team with placeholder assets, and final model assets that are unwrapped and custom textured. Although the text uses Autodesk 3ds Max for the modeling program, the principals are transferable to other major modeling programs.

CRC Press

Market: Games & Animation
February 2019: 235 x 156: 352pp
Hb: 978-1-138-34512-6: **£115.00**
Pb: 978-1-138-34506-5: **£53.99**
eBook: 978-0-429-43809-7

* For full contents and more information, visit: www.crcpress.com/9781138345065

2nd Edition

3ds Max Modeling for Games

An Insider's Guide to Stylized Modeling

Andrew Gahan, is a leading industry authority in next-generation consoles and digital gaming. He is an expert in all gaming tools for commercial game development, including: 3ds Max, Maya, and Mudbox.

Learn how to model comic-style a la Pixar with the expert techniques found in 3ds Max Modeling for Games: An Insider's Guide to Stylized Modeling. This new volume will show you the ins-and-outs of stylized modeling, including characters, vehicles, environments, and much more. Follow the story of cover characters Robert and Robot as their adventure takes you through the world of modeling, vegetation, alpha-maps, and much more! This book is also packed with highly detailed tutorials feared toward enhancing your modeling skills and expanding your portfolio.

Routledge

Market: Games & Animation
May 2019: 229 x 152: 344pp
Hb: 978-1-138-30739-1: **£115.00**
Pb: 978-1-138-30731-5: **£53.99**
Prev. Ed Pb: 978-0-240-81606-7

* For full contents and more information, visit: www.routledge.com/9781138307315

2nd Edition

Blender Foundations

The Essential Guide to Learning Blender 7.2x

Alan Thorn, National Film & Television School, Upminster, UK and **Roland Hess**, is the leading expert on Blender. He is one of a handful of people who has been involved with Blender since its inception, and is a key voice in the community.

Blender Foundations is the definitive resource for getting started with 3D art in Blender, one of the most popular 3D/Animation tools on the market. With the expert insight and experience of Alan Thorn and Roland Hess, animators and artists will learn the basics starting with the revised 2.7x interface, featuring modeling tools, sculpting, lighting and materials throughout the animation pipeline from rendering to video editing.

Routledge

Market: Games & Animation
March 2019: 254 x 178: 400pp
Pb: 978-1-138-62620-1: **£46.99**
eBook: 978-1-315-22968-3
Prev. Ed Pb: 978-0-240-81430-8

* For full contents and more information, visit: www.routledge.com/9781138626201

Blender to Unity Workflows

Alan Thorn, National Film & Television School, Upminster, UK

Blender and Unity together is the ultimate toolkit for the indie developer looking to make amazing games for free. This book takes an in-depth look, in easy-to-follow language, at how these amazing tools work together practically to produce high quality games. Explore how to create game content inside Blender, from models and animations to textures and video, and then see optimal workflows for exporting that content straight to Unity, quickly and easily. See tips, techniques and features for editing content between the two applications.

A K Peters/CRC Press

Market: Games & Animation

March 2019: 229 x 152: 350pp

Hb: 978-1-138-30660-8: **£115.00**

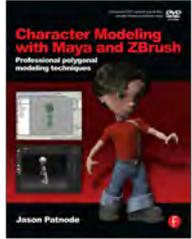
Pb: 978-1-138-30659-2: **£46.99**

eBook: 978-1-315-14184-8

* For full contents and more information, visit: www.crcpress.com/9781138306592

Character Modeling with Maya and ZBrush

Professional polygonal modeling techniques



Jason Patnode, Jason Patnode teaches modeling and animation at The Academy of Art University. He has worked in both game and film production. He was Lead 3D Technical Artist at LucasArts, a division of LucasFilm.

Maya is the 3D graphics package used in almost all modern films and many modern games. Professional CG artists need to model characters in this program and Jason Patnode shows them how.

Routledge

March 2008: 246x189: 408pp

Pb: 978-0-240-52034-6: **£32.99**

eBook: 978-0-080-55763-2

* For full contents and more information, visit: www.routledge.com/9780240520346



2nd Edition

How to Cheat in 3ds Max 201X

Get Spectacular Results Fast

Michael McCarthy, Autodesk Certified Instructor

Series: How To Cheat

Why take months to learn every button in 3ds Max when you can create great visuals with just a few key tools? Utilize the tool of choice, 3ds Max 201X, for generating realistic environments, seamless CG effects, and jaw dropping games in a matter of hours. You can use the memory-hogging methods that choke your display and take forever to render, or you can get it done quickly and efficiently. Michael McCarthy offers a goldmine of artistic inspiration, time saving tips & tricks, and step-by-step walk throughs—you'll wonder how you every got by without it! Start animating today with detailed tutorials, source files, bitmaps, and video demonstrations—all featured on the companion website.

Routledge

Market: Animation

April 2019: 235 x 191: 344pp

Pb: 978-1-138-62647-8: **£46.99**

eBook: 978-1-315-22842-6

Prev. Ed Pb: 978-1-138-02229-4

* For full contents and more information, visit: www.routledge.com/9781138626478

3rd Edition

How to Cheat in 3ds Max 20XX

Get Spectacular Results Fast

Michael McCarthy, Autodesk Certified Instructor

Series: How To Cheat

Why take months to learn every button in 3ds Max when you can create great visuals with just a few key tools? Utilize the tool of choice, 3ds Max 201X, for generating realistic environments, seamless CG effects, and jaw dropping games in a matter of hours. You can use the memory-hogging methods that choke your display and take forever to render, or you can get it done quickly and efficiently. Michael McCarthy offers a goldmine of artistic inspiration, timesaving tips & tricks, and step-by-step walkthroughs—you'll wonder how you every got by without it! Start animating today with detailed tutorials, source files, bitmaps, and video demonstrations—all featured on the companion website.

Routledge

Market: Animation

August 2019: 235 x 191: 344pp

Pb: 978-1-138-62699-7: **£46.99**

eBook: 978-1-315-21262-3

Prev. Ed Pb: 978-1-138-62647-8

* For full contents and more information, visit: www.routledge.com/9781138626997

How to Cheat in Maya 2017

Tools and Techniques for Character Animation



Paul Naas, Canada College, Foster City, California, USA

Series: How To Cheat

This is not a book about Maya software with a few animation pointers thrown in here and there. This is a guide to Maya software written by professional animators. This book provides you with complete, set-by-step walkthroughs of essential animation techniques that increase your speed and efficiency while using Maya 2017 for character animation. From curves to constraints, this book covers all of the methods available in the latest version of Maya. Featuring gold-mine coverage this book teaches you new techniques for working with characters in animation tests and short films. Accompanied by a companion

site, this is the one and only guide to get you up to speed.

CRC Press

Market: Games & Animation

September 2018: 254 x 178: 506pp

Hb: 978-0-815-37994-2: **£115.00**

Pb: 978-1-498-79708-5: **£46.99**

eBook: 978-1-498-79710-8

* For full contents and more information, visit: www.crcpress.com/9781498797085

Maya for Games

Modeling and Texturing Techniques with Maya and Mudbox



Michael Ingrassia

Presents techniques that the author has used successfully in game production for many years. This book focuses on basic 'box' modeling techniques, which are the basis for proper 3D modeling but not the complete solution. It not only teaches effective methodology, but provides the user with content for producing effective demo reels and portfolios.

Routledge

February 2018: 246x189

Hb: 978-1-138-42852-2: **£145.00**

Pb: 978-0-240-81064-5: **£30.99**

* For full contents and more information, visit: www.routledge.com/9781138428522

2nd Edition

Rig it Right! Maya Animation Rigging Concepts

Tina O'Hailey, Dean of the School of Digital Media at Savannah College of Art and Design

Rig it Right! breaks down rigging so that you can achieve a fundamental understanding of the concept. The author will get you up and rigging with step-by-step tutorials covering multiple animation control types, connection methods, interactive skinning, BlendShapes, edgeloops, and joint placement, to name a few. The concept of a bi-ped is explored as a human compared to a bird character allowing you to see that a bi-ped is a bi-ped and how to problem solve for the limbs at hand. *Rig it Right!* will take you to a more advanced level where you will learn how to create stretchy rigs with invisible control systems and use that

to create your own types of rigs.

Routledge

Market: Games & Animation

August 2018: 254 x 178: 302pp

Hb: 978-1-138-61791-9: **£115.00**

Pb: 978-1-138-30316-4: **£38.99**

eBook: 978-0-429-46145-3

Prev. Ed Pb: 978-0-240-82079-8

* For **full contents** and more information, visit: www.routledge.com/9781138303164



20 Essential Games to Study

Joshua Bycer

The purpose of this book is to look over the past 35 years of games to discuss titles whose design deserves to be studied by anyone with an interest in game design. While there are plenty of books that focus on the technical side of Game Development, there are few that study the nature of game design itself. Featuring a mix of console and PC offerings, I purposely left off some of the easy choices (Mario, Starcraft, Call of Duty, Overwatch) to focus on games that stood out thanks to their designs.

CRC Press

Market: Games & Animation
November 2018: 229 x 152: 104pp
Hb: 978-1-138-34146-3: **£115.00**
Pb: 978-1-138-34145-6: **£38.99**
eBook: 978-0-429-44012-0

* For full contents and more information, visit: www.crcpress.com/9781138341456

After Effects for Designers

Graphic and Interactive Design in Motion



Chris Jackson, Rochester Institute of Technology, USA

After Effects for Designers teaches design students, artists, and web, graphic, and interactive designers how to design, develop, and deploy motion design projects using Adobe After Effects. Each chapter contains unique, step-by-step project exercises that offer timesaving practical tips and hands-on design techniques, teaching readers to effectively use the tools at their disposal to conceptualize and visualize creative solutions to their own motion design work. An accompanying companion website includes complete project files for each chapter exercise, and

additional video tutorials.

Routledge

Market: Multimedia / Digital Video / After Effects
December 2017: 235 x 191: 316pp
Hb: 978-1-138-73586-6: **£130.00**
Pb: 978-1-138-73587-3: **£36.99**
eBook: 978-1-315-18628-3

* For full contents and more information, visit: www.routledge.com/9781138735873



Better Game Characters by Design

A Psychological Approach



Katherine Isbister

Games are poised for a major evolution, driven by growth in technical sophistication and audience reach. This work reveals that the key to good design is leveraging player psychology: understanding what's memorable, exciting, and useful to a person about real-life social interactions, and applying those insights to character design.

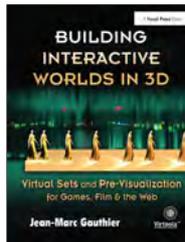
CRC Press

July 2018: 191 x 235
Hb: 978-1-138-42777-8: **£145.00**
Pb: 978-1-558-60921-1: **£51.99**

* For full contents and more information, visit: www.crcpress.com/9781138427778

Building Interactive Worlds in 3D

Virtual Sets and Pre-visualization for Games, Film & the Web



Jean-Marc Gauthier

Details the steps required to build simulations and interactions, utilize virtual cameras, virtual actors, and real-time physics including gravity, collision and topography. This work helps to create interactive, 3D sets - virtual buildings, terrains, as well as other virtual prototypes for games and film/video pre-visualization.

Routledge

January 2018: 246x189
Hb: 978-1-138-40334-5: **£145.00**
Pb: 978-0-240-80622-8: **£43.99**
eBook: 978-0-080-47627-8

* For full contents and more information, visit: www.routledge.com/9781138403345

Computer Graphics Through OpenGL®

From Theory to Experiments

Sumanta Guha, Asian Institute of Technology, Thailand

This textbook presents a comprehensive introduction to computer graphics that uses an active learning style to teach key concepts. Equally emphasizing theory and practice, the book provides an understanding not only of the principles of 3D computer graphics, but also the use of the OpenGL® Application Programming Interface (API) to code 3D scenes and animation, including games and movies. The third edition of the book is reorganized to lead to 4th generation OpenGL and programmable shaders earlier in the book. It also includes coverage of many new topics, including timer queries and performance measurement, texturing spheres, cube mapping a Skybox, shadow mapping, and more.

Chapman and Hall/CRC

Market: Computer Science & Engineering
November 2018: 279 x 216: 760pp
Hb: 978-1-138-61264-8: **£110.00**
eBook: 978-0-429-46417-1

* For full contents and more information, visit: www.crcpress.com/9781138612648

2nd Edition

Creating Games with Unity and Maya

Jere Miles, Wilkes Community College, Wilkesboro, North Carolina, USA and Adam Watkins, Associate Professor of 3D Animation at the School of Media & Design, The University of the Incarnate Word

Creating Games with Unity and Maya 2nd edition provides you with an end-to-end solution for Unity game development with Maya. This book takes you step-by-step through the process of developing an entire game from scratch—including coding, art, production and deployment. This accessible guide provides a “non-programmer” entry point to the world of game creation. Aspiring developers with little or no coding experience will learn character development in Maya, scripts, GUI interface, and first-and-their person interactions. CRC Press

Market: Games & Animation
February 2019: 235 x 156: 528pp
Pb: 978-1-498-79744-3: **£46.99**
eBook: 978-1-498-79757-3
Prev. Ed Pb: 978-0-240-81881-8

* For full contents and more information, visit: www.crcpress.com/9781498797443

Developing Creative Content for Games

Greg Johnson, Savannah College of Art and Design, Georgia, USA

This book provides readers with a solid understanding of game development, design, narrative, characterization, plot, back story and world creation—elements that are crucial for game writers and designers as they create a detailed world setting, adventure, characters, narrative and plot suitable for possible publication. Game design and development issues such as writing for games, emergent complexity, risk-reward systems, competitive and cooperative game play will be investigated, analyzed and critiqued. Examples will be used to highlight and explain the various concepts involved and how the game development process works.

A K Peters/CRC Press

Market: Games & Animation

February 2019: 254 x 178: 256pp

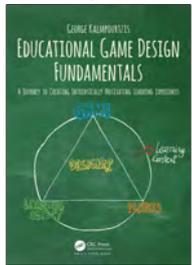
Pb: 978-1-498-77766-7: **£38.99**

eBook: 978-1-498-77767-4

* For full contents and more information, visit: www.crcpress.com/9781498777667

Educational Game Design Fundamentals

A Journey to Creating Intrinsically Motivating Learning Experiences



George Kalmpourtzis

Everybody can become education game designers, no matter what their technical, artistic or pedagogic backgrounds. This book refers to educators and designers of all sorts: from kindergarten to lifelong learning, from corporate training to museum curators and from tabletop or video game designers to theme park creators!

A K Peters/CRC Press

Market: Games, Animation and Education

July 2018: 254 x 178: 344pp

Hb: 978-1-138-63157-1: **£115.00**

Pb: 978-1-138-63154-0: **£46.99**

eBook: 978-1-315-20879-4

* For full contents and more information, visit: www.crcpress.com/9781138631540

Essential Technical Skills for Designers: A Primer

Eric Wang

This book will teach students and professionals proper fundamentals skill sets required to effectively convey themselves. To explain fundamental concepts of drawing such as proper perspectives, the fundamentals of photography, how to properly work in a digital pipeline, the essential do's and do not's of 3D modeling and visualization, proper modeling for 3D fabrication such as 3D printing and laser fabrication. Clearly and concisely written descriptions, digital scene breakdowns, how-to modeling, fabrication, drawing and photographic exercises will be presented. The advantage of this book will be the directness of the tips, tricks and techniques to achieve maximum results in minimum time.

CRC Press

Market: Games & Animation

May 2019: 254 x 178: 432pp

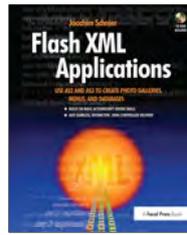
Pb: 978-1-138-62648-5: **£53.99**

eBook: 978-1-315-22841-9

* For full contents and more information, visit: www.crcpress.com/9781138626485

Flash XML Applications

Use AS2 and AS3 to Create Photo Galleries, Menus, and Databases



Joachim Schnier

Helps to add seamless, interactive, user-controlled delivery to your Flash applications. This book builds upon your understanding of basic ActionScript (AS) syntax with the foundational skills that you need to use XML in Flash applications and AS2 or AS3 to migrate your existing applications.

Routledge

February 2018

Hb: 978-1-138-40329-1: **£145.00**

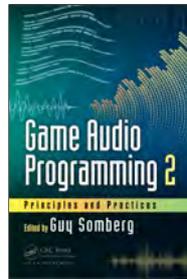
Pb: 978-0-240-80917-5: **£25.99**

eBook: 978-0-080-55186-9

* For full contents and more information, visit: www.routledge.com/9781138403291

Game Audio Programming 2

Principles and Practices



Edited by Guy Somberg, Telltale Games

This is Volume 2 in a sequential series of bi-annual volumes, with each volume comprised of 20-30 chapters written by game audio programmers and sound designers. Basic to advanced knowledge of programming and audio integration techniques is presented. One of the goals of this book is to raise the general level of game audio programming expertise, so it is written in a manner that is accessible to beginners, while still providing valuable content for more advanced game audio programmers. The authors of the chapters will have used all of the techniques in shipping games, so readers will learn about techniques that are actually practical, with plenty of code examples and diagrams.

A K Peters/CRC Press

Market: Games & Animation

September 2018: 235 x 156: 362pp

Hb: 978-1-138-06891-9: **£53.99**

eBook: 978-1-315-15754-2

* For full contents and more information, visit: www.crcpress.com/9781138068919

4th Edition

Game Design Workshop

A Playcentric Approach to Creating Innovative Games



Tracy Fullerton, University of Southern California, Los Angeles, USA

Discover an exercise-driven, non-technical approach to game design, without the need for programming or artistic expertise with Game Design Workshop, Fourth Edition.; Tracy Fullerton demystifies the creative process with clear and accessible analysis of the formal and dramatic systems of game design. Using examples of popular games, illustrations of design techniques, and refined exercises to strengthen your understanding of how game systems function and give you the skills and tools necessary to create a compelling and engaging game.

A K Peters/CRC Press

Market: Computer Game Development

August 2018: 235 x 191: 522pp

Hb: 978-1-138-09880-0: **£115.00**

Pb: 978-1-138-09877-0: **£53.99**

eBook: 978-1-315-10430-0

Prev. Ed Pb: 978-1-482-21716-2

* For full contents and more information, visit: www.crcpress.com/9781138098770

2nd Edition

Game Development and Simulation with Unreal Technology

Alireza Tavakkoli, Digital gaming and Sims Program Dir, University of Houston-Victoria
This book will cover the latest version of Unreal Technology (specifically Unreal Engine 4.14) for development of real-time digital interactive contents to be used in computerized games or simulations. Industry level game concepts in level design, coding and programming, as well as networking and multiplayer concepts will be covered. Each chapter comes with a large number of Do-It-Yourself extensions to the concept modules to help solidify readers understanding of concepts and techniques. In addition to the updates, much of the introductory material will be omitted and placed online for reference, reducing the printed page length by approximately 200 pages.

A K Peters/CRC Press

Market: Computer Game Development

November 2018: 235 x 156: 736pp

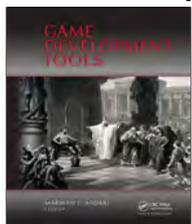
Hb: 978-1-138-09220-4: **£115.00**Pb: 978-1-138-09219-8: **£53.99**

eBook: 978-1-315-10763-9

Prev. Ed Pb: 978-1-498-70624-7

* For full contents and more information, visit: www.crcpress.com/9781138092198

Game Development Tools

**Marwan Ansari**

This book brings the insights of game professionals, DCC creators, hardware vendors, and current researchers together into a collection that focuses on the most underrepresented and critical part of game production: tools development. The first gems-type book dedicated to game tools, this volume focuses on practical, implementable tools for game development professionals.

A K Peters/CRC Press

February 2018: 191 x 235

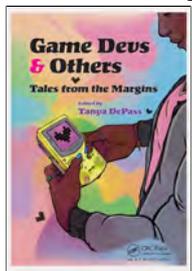
Hb: 978-1-138-42861-4: **£145.00**Pb: 978-1-568-81432-2: **£44.99**

eBook: 978-1-439-86772-3

* For full contents and more information, visit: www.crcpress.com/9781138428614

Game Devs & Others

Tales from the Margins

Edited by **Tanya DePass**

Game Devs & Others: Tales from the Margins tell the true stories of life in the industry by people of color, LGBTQIA and other marginalized identities. This collection of essays give people a chance to tell their stories and to let others know what life on the other side of the screen is like when you're not part of the supposed "majority".

A K Peters/CRC Press

Market: Games and Animation

May 2018: 229 x 152: 134pp

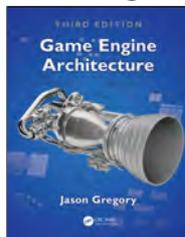
Hb: 978-1-138-55904-2: **£115.00**Pb: 978-1-138-55901-1: **£38.99**

eBook: 978-0-203-71309-9

* For full contents and more information, visit: www.crcpress.com/9781138559011

3rd Edition

Game Engine Architecture

**Jason Gregory**

In this new and improved third edition of the highly popular Game Engine Architecture, Jason Gregory draws on his nearly two decades of experience at Midway, Electronic Arts and Naughty Dog to present both the theory and practice of game engine software development. In this book, the broad range of technologies and techniques used by AAA game studios are each explained in detail, and their roles within a real industrial-strength game engine are illustrated.

A K Peters/CRC Press

Market: Game Programming and Game Technology

August 2018: 235 x 191: 1240pp

Hb: 978-1-138-03545-4: **£69.99**

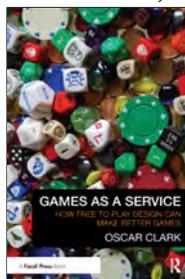
eBook: 978-1-315-26784-5

Prev. Ed Hb: 978-1-466-56001-7

* For full contents and more information, visit: www.crcpress.com/9781138035454

Games As A Service

How Free to Play Design Can Make Better Games

**Oscar Clark**

Written to help designers overcome many of the fears and misconceptions surrounding freemium and social games.

Routledge

August 2018: 229x152

Hb: 978-1-138-42830-0: **£145.00**Pb: 978-0-415-73250-5: **£35.99**

eBook: 978-1-315-84910-2

* For full contents and more information, visit: www.routledge.com/9781138428300

GPU Pro 360 Guide to 3D Engine Design

Wolfgang Engel, Confetti Special Effects, Encinitas, California, USA

This book gathers all the content from the GPU Pro series (Vols 1-7; 2010-2016) into a convenient single source anthology covering mobile GPUs and the architecture of tile-based GPUs. It covers ready-to-use ideas and procedures that can help solve many computer graphics programming challenges. The articles by leading programmers contained in this volume focus on new and interesting ways to solve existing rendering problems.

A K Peters/CRC Press

Market: Computer Science and Engineering

November 2018: 235 x 191: 328pp

Hb: 978-0-815-39079-4: **£155.00**Pb: 978-0-815-39075-6: **£38.99**

eBook: 978-1-351-17248-6

* For full contents and more information, visit: www.crcpress.com/9780815390756

GPU PRO 360 Guide to GPGPU

Wolfgang Engel, Confetti Special Effects, Encinitas, California, USA

This book gathers all the content from the GPU Pro series (Vols 1-7; 2010-2016) into a convenient single source anthology covering general compute functionality in computer graphics. It covers ready-to-use ideas and procedures that can help solve many computer graphics programming challenges. The 19 articles by leading programmers contained in this volume focus on techniques that include going beyond the normal pixel and triangle scope of GPUs and take advantage of the parallelism of modern graphic processors to accomplish such tasks.

A K Peters/CRC Press

Market: Computer Science and Engineering

October 2018: 235 x 191: 328pp

Hb: 978-1-138-48441-2: **£115.00**

Pb: 978-1-138-48439-9: **£38.99**

eBook: 978-1-351-05210-8

* For full contents and more information, visit: www.crcpress.com/9781138484399

GPU Pro 360 Guide to Image Space

Wolfgang Engel, Confetti Special Effects, Encinitas, California, USA

This book gathers all the content from the GPU Pro series (Vols 1-7; 2010-2016) into a convenient single source anthology covering image space in computer graphics. It covers ready-to-use ideas and procedures that can help solve many computer graphics programming challenges. The 15 articles by leading programmers contained in this volume focus on the power and convenience of working in screen space.

A K Peters/CRC Press

Market: Computer Science and Engineering

November 2018: 235 x 191: 208pp

Hb: 978-1-138-48435-1: **£115.00**

Pb: 978-1-138-48432-0: **£38.99**

* For full contents and more information, visit: www.crcpress.com/9781138484320

GPU Pro 360 Guide to Lighting

Wolfgang Engel, Confetti Special Effects, Encinitas, California, USA

This book gathers all the content from the GPU Pro series (Vols 1-7; 2010-2016) into a convenient single source anthology covering 3D engine design in computer graphics. It covers ready-to-use ideas and procedures that can help solve many computer graphics programming challenges. The articles by leading programmers contained in this volume focus on engine-level optimization techniques useful for modern games.

A K Peters/CRC Press

Market: Computer Science & Engineering

November 2018: 235 x 191: 456pp

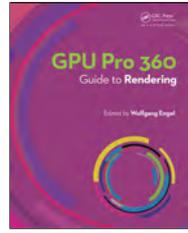
Hb: 978-0-815-38553-0: **£115.00**

Pb: 978-0-815-38552-3: **£38.99**

eBook: 978-1-351-20123-0

* For full contents and more information, visit: www.crcpress.com/9780815385523

GPU Pro 360 Guide to Rendering



Wolfgang Engel, Confetti Special Effects, Encinitas, California, USA

Wolfgang Engel's GPU Pro 360 Guide to Rendering gathers all the cutting-edge information from his previous seven GPU Pro volumes into a convenient single source anthology that covers rendering. This volume is complete with 32 articles by leading programmers that focus on the ability of graphics processing units to process and generate rendering in exciting ways. GPU Pro 360 Guide to Rendering is comprised of ready-to-use ideas and efficient procedures that can help solve many rendering programming challenges that may arise.

A K Peters/CRC Press

Market: Computer Science & Engineering

July 2018: 235 x 191: 565pp

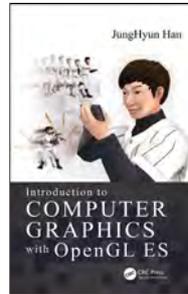
Hb: 978-0-815-36551-8: **£115.00**

Pb: 978-0-815-36550-1: **£38.99**

eBook: 978-1-351-26152-4

* For full contents and more information, visit: www.crcpress.com/9780815365501

Introduction to Computer Graphics with OpenGL ES



JungHyun Han, Korea University, Seoul

OpenGL ES is the standard graphics API used for mobile and embedded systems. Despite its widespread use, there is a lack of material that addresses the balance of both theory and practice in OpenGL ES. JungHyun Han's Introduction to Computer Graphics with OpenGL ES achieves this perfect balance. Han's depiction of theory and practice illustrates how 3D graphics fundamentals are implemented. Theoretical or mathematical details around real-time graphics are also presented in a way that allows readers to quickly move on to practical programming. Additionally, this book presents OpenGL ES and shader code on many topics. Industry professionals, as well as, students in Computer Graphics and Game Programming courses will find this book of importance.

CRC Press

Market: Computer Science & Engineering

June 2018: 235 x 156: 326pp

Hb: 978-1-498-74892-6: **£69.99**

eBook: 978-1-498-74893-3

* For full contents and more information, visit: www.crcpress.com/9781498748926

Level Design

Concept, Theory, and Practice



Rudolf Kremers

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.

A K Peters/CRC Press

September 2018: 191 x 235

Hb: 978-1-138-42795-2: **£145.00**

Pb: 978-1-568-81338-7: **£48.99**

eBook: 978-1-439-87695-4

* For full contents and more information, visit: www.crcpress.com/9781138427952

Narrative Design and Transmedia

A Writer's Guide to Storytelling in Today's Video Games

Ross Berger

Describes narrative design's role in game development, provide examples of its practical usage, delves into the day-to-day expectations, and assess its quality via case studies of 5 popular games.

CRC Press

Market: Games & Animation

May 2019: 235 x 156: 300pp

Hb: 978-1-138-31979-0: **£115.00**

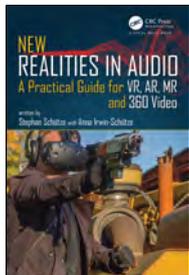
Pb: 978-1-138-31973-8: **£46.99**

eBook: 978-0-429-45377-9

* For full contents and more information, visit: www.crcpress.com/9781138319738

New Realities in Audio

A Practical Guide for VR, AR, MR and 360 Video.



Stephan Schütze and Anna Irwin-Schütze

The new realities are here. Virtual and Augmented realities and 360 video technologies are rapidly entering our homes and office spaces. Good quality audio has always been important to the user experience, but in the new realities, it is more than important, it's essential. If the audio doesn't work, the immersion of the experience fails and the cracks in the new reality start to show. This practical guide helps you navigate the challenges and pitfalls of designing audio for these new realities.

CRC Press

Market: Games & Animation

February 2018: 229 x 152: 328pp

Hb: 978-1-138-74082-2: **£115.00**

Pb: 978-1-138-74081-5: **£38.99**

eBook: 978-1-315-18320-6

* For full contents and more information, visit: www.crcpress.com/9781138740815

No-Code Virtual Reality Development Using Unity and Playmaker

Michael Kelley, Nickel City Pixels, Buffalo, New York

This book will show novice and intermediate game developers how to games for Virtual Reality (VR) applications using Unity and Playmaker. Readers will learn how they can substitute code with visual scripts to create whole new worlds. The themes will be reflected in the three sections in the book: Design Considerations (unique to VR and mobile VR), Application, and Optimization. Readers will learn their way around the Unity interface and be exposed to fundamental programming vocabulary and flow charts. The author visually scripts some key examples in Playmaker so that by the end, readers will have the knowledge and tools needed to a VR app for game development.

A K Peters/CRC Press

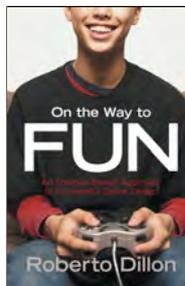
Market: Games & Animation

July 2019: 235 x 156: 192pp

Pb: 978-1-498-79916-4: **£46.99**

* For full contents and more information, visit: www.crcpress.com/9781498799164

On the Way to Fun



Roberto Dillon

Assesses the EU and NATO's tools to prevent conflicts and manage international crises. It offers a unique insight into European security policy and questions the realism of the political goals. It argues for more coordination among European states, and an enhancement of the EU's strategic decision-making capabilities.

A K Peters/CRC Press

April 2018: 127 x 203

Hb: 978-1-138-42789-1: **£145.00**

Pb: 978-1-568-81582-4: **£28.99**

eBook: 978-1-439-87689-3

* For full contents and more information, visit: www.crcpress.com/9781138427891

Principles of Game Audio and Sound Design

Sound Design and Audio Implementation for Interactive and Immersive Media

Jean-Luc Sinclair, New York University, Berklee College of Music

The book covers sound design, synthesis, 3D audio localization and implementation techniques for games and virtual reality environments. It covers both the technical but also creative and aesthetic challenges of doing sound for games in the 21st century in a systematic manner. Scripting is introduced as a means to deal with potential challenges in game audio: sample selection randomization, sample concatenation, footsteps, collision detection, etc. Sound design is covered both from a practical and larger standpoint. A companion website is offered with extra resources such as fx, scripts, game levels, tutorials, and related links.

Routledge

Market: Audio Engineering

February 2019: 246x174: 400pp

Hb: 978-1-138-73896-6: **£74.99**

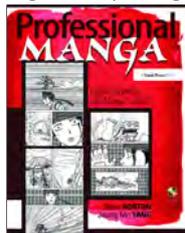
Pb: 978-1-138-73897-3: **£31.99**

eBook: 978-1-315-18443-2

* For full contents and more information, visit: www.routledge.com/9781138738973

Professional Manga

Digital Storytelling with Manga Studio EX



Steve Horton

Combines manga storytelling theory and advice with the tools for digital creation in Manga Studio, guided by professional manga-ka. This title discovers manga storytelling techniques, from speed lines to technology, from toning to big sound effects. It shows how to accomplish these techniques using the manga art creation program, Manga Studio EX.

Routledge

January 2018: 276x216

Hb: 978-1-138-40326-0: **£145.00**

Pb: 978-0-240-81028-7: **£17.99**

eBook: 978-0-080-88822-4

* For full contents and more information, visit: www.routledge.com/9781138403260

Psychology of Game Design

Oscar Clark and Berni Good

This book looks at the way that game designers and academics look at the game design based on a combination of design instinct and current scientific evidence, written as a dialog between commercial design interests and player behaviour study.

Routledge

July 2019: 229 x 152: 304pp

Hb: 978-1-138-62794-9: **£115.00**

Pb: 978-1-138-62792-5: **£69.99**

eBook: 978-1-315-21096-4

* For full contents and more information, visit: www.routledge.com/9781138627925

Reverse Design

Final Fantasy VII



Patrick Holleman

The Reverse Design series looks at all of the design decisions that went into classic games. This is the third installment in the Reverse Design series, looking at Super Mario World. Written in a readable format; this game breaks down nicely into relatively short, separate sections. Reverse Design: Super Mario World is broken down into four sections with the final section a guide for level-by-level. The first three sections look at design history, cadences, skill and themes. The ideal experience of this Reverse Design is for you, the reader, to play each level as you read its analysis.

CRC Press

Market: Game Design

September 2018: 229 x 152: 168pp

Hb: 978-1-138-32477-0: **£115.00**

Pb: 978-1-138-32410-7: **£30.99**

eBook: 978-0-429-45071-6

* For full contents and more information, visit: www.crcpress.com/9781138324107

Rhinoceros 5 for Architects and Designers

Roark Congdon, Professor of Architecture, University of Washington

Using a unique and comprehensive approach, this book helps you build a solid foundation of indispensable skills in Rhino 5. Readers will gain a solid understanding of the workflows, processes, and concepts behind every component of the software, and then learn the how-tos of 2D drafting, 3D modeling and rendering, digital fabrication processes and strategies, and parametric design. *Rhinoceros 5 for Architects and Designers* guides you every step of the way with tutorials and exercises, companion files and videos available online, and a deeper look into the logic behind the categorization, location, and functions of the tools, giving readers the ability to learn and explore on their own.

Routledge

Market: Architecture

August 2018: 235 x 191: 504pp

eBook: 978-1-315-69445-0

* For full contents and more information, visit: www.routledge.com/9781315694450



Surviving Game School...and the Game Industry After That



Michael Lynch and Adrian Earle

Surviving Game School speaks about what to expect in a top game design or game development college program, and what to expect once students get out. Making games is not at all the same as playing games. Uncommonly blunt, the book reveals the rigors – and the joys – of working in this industry. Along the way the book touches on themes of time management, creativity, teamwork, and burnout. The authors explore the impact working in the game industry can have on personal relationships and family life. The book closes with advice about life's goals and building and keeping a sensible balance between work and everything else.

A K Peters/CRC Press

Market: Games & Animation

February 2018: 254 x 178: 275pp

Hb: 978-1-138-56813-6: **£115.00**

Pb: 978-1-138-56809-9: **£38.99**

eBook: 978-0-203-70523-0

* For full contents and more information, visit: www.crcpress.com/9781138568099

Teaching Games Development for Innovators

Rebuilding Game Education

Alan Thorn, National Film & Television School, Upminster, UK

This book is a practical, step-by-step guide by an experienced games-educator aimed at teachers, leaders and business seeking to build sustainable games courses for future games innovators. It presents a radical and carefully outlined process for making well-reasoned decisions in a competitive space for fixing games education by developing a rewarding curriculum and fresh structure with measurable outputs. This book draws on established educational theories, models and practices; and introduces strong, new ideas that highlight how to create a game course well aligned to contemporary students, staff and industry parties.

CRC Press

Market: Games & Animation

July 2019: 229 x 152: 60pp

Hb: 978-1-138-33027-6: **£115.00**

Pb: 978-1-138-33024-5: **£46.99**

eBook: 978-0-429-44798-3

* For full contents and more information, visit: www.crcpress.com/9781138330245

3rd Edition

The Art of Game Design

A Book of Lenses

Jesse Schell, Carnegie Mellon University and Schell Games, Pittsburgh, Pennsylvania, USA

Presents 100+ sets of questions, or different lenses, for viewing a game's design. Written by one of the world's top game designers, this book describes the deepest and most fundamental principles of game design, demonstrating how tactics used in board, card, and athletic games also work in video games. It provides practical instruction on creating world-class games that will be played again and again. *New to this edition*: many great examples from new VR and AR platforms as well as examples from modern games such as Uncharted 4 and The Last of Us, Free to Play games, hybrid games, transformational games, and more.

A K Peters/CRC Press

Market: Computer Game Development

July 2019: 235 x 191: 600pp

Hb: 978-1-138-63209-7: **£115.00**

Pb: 978-1-138-63205-9: **£53.99**

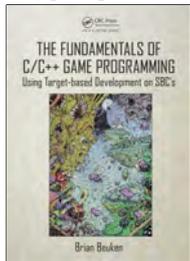
eBook: 978-1-315-20843-5

Prev. Ed Pb: 978-1-466-59864-5

* For full contents and more information, visit: www.crcpress.com/9781138632059

The Fundamentals of C/C++ Game Programming

Using Target-based Development on SBC's



Brian Beuken

Aimed to give novice coders an understanding of the methods and techniques used in professional games development. It is also designed to help develop and strengthen basic C/C++ skills, help to develop familiarity with hardware and allow the reader to increase their confidence as game programmers by walking them through increasingly difficult game concepts but, maintaining the understanding that despite the increased complexity, the core concepts remain consistent with the advancement of the technology and that the technology only enhances the gaming experience. Demonstrates underlying principles of game coding in practical step by step ways to

increase exposure to concepts in game coding.

A K Peters/CRC Press

Market: Games & Animation

March 2018: 235 x 191: 502pp

Hb: 978-0-815-35527-4: **£115.00**

Pb: 978-1-498-78874-8: **£44.99**

eBook: 978-1-315-15636-1

* For full contents and more information, visit: www.crcpress.com/9781498788748

The Game Production Toolbox

Heather Chandler

The Reverse Design series looks at all of the design decisions that went into classic games. This is the third installment in the Reverse Design series, looking at Super Mario World. Written in a readable format; this game breaks down nicely into relatively short, separate sections. Reverse Design: Super Mario World is broken down into four sections with the final section a guide for level-by-level. The first three sections look at design history, cadences, skill and themes. The ideal experience of this Reverse Design is for you, the reader, to play each level as you read its analysis.

CRC Press

Market: Games & Animation

March 2019: 229 x 152: 300pp

Hb: 978-1-138-34171-5: **£115.00**

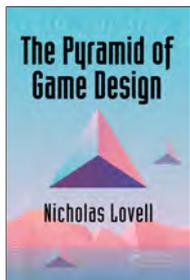
Pb: 978-1-138-34170-8: **£61.99**

eBook: 978-0-429-44002-1

* For full contents and more information, visit: www.crcpress.com/9781138341708

The Pyramid of Game Design

Designing, Producing and Launching Service Games



Simon Lovell

In The Pyramid of Game Design, Nicholas Lovell offers a set of tools that work for all games and will enable you to make better, more profitable games. The heart of the analysis is the session, the building block of your success. Understanding how the on-ramp, playtime, time-to-go and the return hook interact is crucial to building successful long-term games. Building on the session, the pyramid places retention and superfan layers on top of a base layer to create a compelling core. Filled with practical advice, memorable anecdotes and a wealth of game knowledge, the Pyramid of Game Design is a must-read for all game developers.

A K Peters/CRC Press

Market: Games and Animation

November 2018: 235 x 156: 310pp

Hb: 978-1-138-29899-6: **£115.00**

Pb: 978-1-138-29889-7: **£38.99**

eBook: 978-0-429-44463-0

* For full contents and more information, visit: www.crcpress.com/9781138298897

The Theory and Practice of Motion Design

Critical Perspectives and Professional Practice



Edited by **R. Brian Stone**, The Ohio State University, Columbus, USA and **Leah Wahlin**, The Ohio State University, USA

This collection offers an expansive, multiplatform exploration of the rapidly expanding area of motion design and motion graphics, taking into account both theoretical questions and creative professional practice. Spanning interaction design, product interfaces, kinetic data visualizations, typography, TV and film title design, brand building, narrative storytelling, history, exhibits and environments, editors Brian Stone and Leah Wahlin offer an international, interdisciplinary range of academic essays and interviews that together form a dialogue between theory

and professional practice, including insights from key designers including Kyle Cooper, Karin Fong, and Daniel Alenquer.

Routledge

Market: Motion Design/Motion Graphics/Multimedia

July 2018: 254 x 178: 330pp

Hb: 978-1-138-49079-6: **£130.00**

Pb: 978-1-138-49080-2: **£32.99**

eBook: 978-1-351-03454-8

* For full contents and more information, visit: www.routledge.com/9781138490802

Visual Design Concepts For Mobile Games



Christopher P Carman

This book is geared towards students as well as working professionals who are looking to enter the mobile (tablet/smartphone) and PC industry as either concept artists or production artists (artists who create game-ready assets). This book weaves knowledge of classical animation, visual development and web/mobile game art throughout.

Assignments and exercises at the end of every chapter allow the reader to create a game art project from start to finish. Covers both 2D and 3D art and animation pipelines and includes a companion website with project files and asset downloads and

author created video tutorials.

A K Peters/CRC Press

Market: Games and Animation

February 2018: 229 x 178: 167pp

Hb: 978-0-815-36651-5: **£115.00**

Pb: 978-1-138-80692-4: **£38.99**

eBook: 978-1-315-75138-2

* For full contents and more information, visit: www.crcpress.com/9781138806924

VR Developer Gems



Edited by **William R. Sherman**

This book takes the practicality of other "Gems" series such as "Graphics Gems" and "Game Programming Gems" and provide a quick reference for novice and expert programmers alike to swiftly track down a solution to a task needed for their VR project. Reading the book from cover to cover is not the expected use case, but being familiar with the territory from the Introduction and then jumping to the needed explanations is how the book will mostly be used. Each chapter (other than Introduction) will contain between 5 to 10 "tips", each of which is a self-contained explanation with implementation detail generally demonstrated as pseudo code, or in cases where it makes sense, actual code.

A K Peters/CRC Press

Market: Games & Animation

February 2019: 235 x 191: 416pp

Hb: 978-1-138-03012-1: **£57.99**

eBook: 978-1-315-15776-4

* For full contents and more information, visit: www.crcpress.com/9781138030121

Why We Design Games

Frameworks from Indie to AAA

Dana Ruggiero

An exploration of game designer experiences from around the world, exploring indie games, games for change, short form, AAA and more. Intended to examine the human component in game design and the motivation behind individual designers. A series of illustrative frameworks for game design through first person narratives based on a combination of ADDIE and design based research are formed. Lessons behind the parts of game design that designers and students never see are highlighted, from mundane details to questioning the underlying motivation behind why we design games. Each game designer includes sketches of their game design process, covering process across genres and experience levels.

CRC Press

May 2019: 229 x 152: 320pp

Pb: 978-1-138-80882-9: £38.99

* For full contents and more information, visit: www.crcpress.com/9781138808829

2nd Edition

Breaking Out of the Games Industry

Matthew M. White

This book offers a perspective into a phenomenon becoming more and more common: AAA developers 'going indie'. It's a perspective of the games industry that is more critical than fawningly positive. It's written in a punchy, sarcastic tone that invites further exploration.

A K Peters/CRC Press

Market: Games & Animation

May 2019: 229 x 152: 144pp

Pb: 978-0-815-36006-3: **£38.99**

Prev. Ed Pb: 978-1-482-22019-3

* For full contents and more information, visit: www.crcpress.com/9780815360063**Digital Gaming Re-imagines the Middle Ages**

Edited by Daniel T. Kline

Series: *Routledge Studies in New Media and Cyberculture*

This volume examines the impact of gaming on the study of the Middle Ages and the influence of medieval tropes, stories, and characteristics on contemporary gaming, all of which enriches our understanding of digital culture, social complexity, and historical reality and problematizes traditional understandings of subjectivity, temporality, and textuality.

Routledge

Market: Media/Video Games

February 2018: 229 x 152: 312pp

Hb: 978-0-415-63091-7: **£115.00**Pb: 978-1-138-54857-2: **£36.99**

eBook: 978-0-203-09723-6

* For full contents and more information, visit: www.routledge.com/9781138548572

2nd Edition

Dungeons and Desktops

The History of Computer Role-Playing Games 2e

Matt Barton, Saint Cloud State University, Minnesota, USA, Matt Barton, Saint Cloud State University, Minnesota, USA and Shane Stacks

Computer role-playing games (CRPGs) are a special genre of computer games that bring the tabletop role-playing experience of games such as Dungeons & Dragons to the computer screen. This new edition includes two new chapters: The Modern Age, and a chapter on Indies and Mobile CRPGs. The new modern age chapter will cover, among other topics, Kick-starter/FIG crowd-funded projects such as Torment: Tides of Numenera and Pillars of Eternity. It'll also bring the book up to date with major games such as Dragon Age, Witcher, Skyrim. Expanded info in first chapter about educational potential of CRPGs. Color figures will be introduced for the first time.

A K Peters/CRC Press

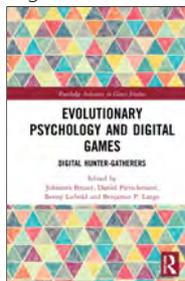
February 2019: 235 x 156: 500pp

Pb: 978-1-138-57464-9: **£46.99**

Prev. Ed Pb: 978-1-568-81411-7

* For full contents and more information, visit: www.crcpress.com/9781138574649**Evolutionary Psychology and Digital Games**

Digital Hunter-Gatherers



Edited by Johannes Breuer, Daniel Pietschmann, Benny Liebold and Benjamin P. Lange

Series: *Routledge Advances in Game Studies*

Evolutionary Psychology and Digital Games: Digital Hunter-Gatherers is the first edited volume that systematically applies evolutionary psychology to the study of the use and effects of digital games. The book is meant as a resource for researchers and graduate students in psychology, anthropology, media studies and communication.

Routledge

Market: Game Studies/Psychology

September 2018: 229 x 152: 240pp

Hb: 978-1-138-06379-2: **£105.00**

eBook: 978-1-315-16082-5

* For full contents and more information, visit: www.routledge.com/9781138063792**Game of X v.1**

Xbox

Rusel DeMaria

Based on 48 interviews and years of research, Game of X v.1: Xbox tells the many stories of Microsoft's unlikely entry into the game console business. In addition to the personal insights of the key players in the story, Game of X includes many previously unreleased documents that show what was going on behind the scenes. This is the story of Xbox and Xbox Live.

CRC Press

Market: Games & Animation

September 2018: 229 x 152: 246pp

Hb: 978-1-138-35017-5: **£115.00**Pb: 978-1-138-35016-8: **£29.99**

eBook: 978-0-429-43606-2

* For full contents and more information, visit: www.crcpress.com/9781138350168**Game of X v.2**

The Long Road to Xbox

Rusel DeMaria

Game of X v.2 is the story that leads up to Xbox. It is a story of DOS games, Microsoft culture, the crazy stories around the development and promotion of DirectX and the graphics standards that were required for Xbox to happen. Stories based on dozens of interviews include a colorful cast of characters and some solid technical background. The history of games for DOS and the initial challenges of Windows, the surprising source of the earliest Windows games, and much, much more. This is the fascinating prequel to Game of X v.1: Xbox.

CRC Press

Market: Games & Animation

September 2018: 229 x 152: 344pp

Hb: 978-1-138-35019-9: **£115.00**Pb: 978-1-138-35018-2: **£32.99**

eBook: 978-0-429-43604-8

* For full contents and more information, visit: www.crcpress.com/9781138350182

Game of X Volume 1 and Game of X v.2

Standard set

Rusel DeMaria

The Reverse Design series looks at all of the design decisions that went into classic games. This is the third installment in the Reverse Design series, looking at Super Mario World. Written in a readable format; this game breaks down nicely into relatively short, separate sections. Reverse Design: Super Mario World is broken down into four sections with the final section a guide for level-by-level. The first three sections look at design history, cadences, skill and themes. The ideal experience of this Reverse Design is for you, the reader, to play each level as you read its analysis.

CRC Press

Market: Games & Animation

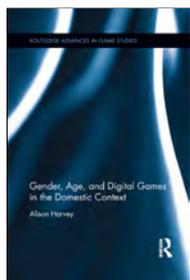
November 2018: 229 x 152: 152pp

Hb: 978-1-138-35021-2: **£115.00**

Pb: 978-1-138-35020-5: **£56.68**

* For full contents and more information, visit: www.crcpress.com/9781138350205

Gender, Age, and Digital Games in the Domestic Context



Alison Harvey, University of Leicester, UK

Series: Routledge Advances in Game Studies

This book is the first study to provide a situated investigation of the site of family play—the shared spaces and private places of gameplay within the domestic sphere. It carries out an empirically grounded and critical analysis of what marketing and sales discourses about shifts in the digital games audience actually look like in the space of the home, as well as the social and cultural role these ludic technologies take in the everyday practices of the family in the domestic context.

Routledge

Market: Media Studies/Video Games

February 2018: 229 x 152: 184pp

Hb: 978-1-138-79714-7: **£115.00**

Pb: 978-1-138-54901-2: **£36.99**

eBook: 978-1-315-75737-7

* For full contents and more information, visit: www.routledge.com/9781138549012

High Score! Expanded

The Illustrated History of Electronic Games

Rusel DeMaria

In this lavishly illustrated full-color retrospective, discover never-before-seen photos that bring to life the people and stories behind the most popular games of all time, including Space Invaders, Pac-Man, Centipede, Donkey Kong, Asteroids, SimCity, Quake, Myst, Tomb Raider, and more. This is the inside scoop on the history, successes, tricks, and even failures of the entire electronic games industry.

CRC Press

Market: Games & Animation

September 2018: 216 x 216: 448pp

Hb: 978-1-138-36720-3: **£115.00**

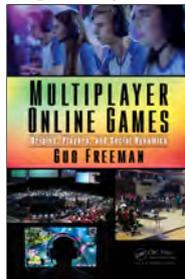
Pb: 978-1-138-36719-7: **£40.99**

eBook: 978-0-429-42991-0

* For full contents and more information, visit: www.crcpress.com/9781138367197

Multiplayer Online Games

Origins, Players, and Social Dynamics



Guo Freeman, University of Cincinnati, School of Information Technology, Ohio, USA

Multiplayer Online Games (MOGs) have become a new genre of "play culture," integrating communication and entertainment in a playful, computer-mediated environment that evolves through user interaction. This book comprehensively investigates the technological origins, human factors, and social dynamics of MOGs, including online dating and online gaming; augmented games and virtual reality; serious games; eSports and game streaming; casual and mobile games; and the growth of indie games. MOGs represent a highly sophisticated, networked, multimedia and multimodal Internet technology, which can construct entertaining, simultaneous, persistent social virtual

worlds for gamers.

A K Peters/CRC Press

Market: Games & Animation

February 2018: 235 x 156: 166pp

Hb: 978-0-815-39287-3: **£115.00**

Pb: 978-1-498-76765-1: **£53.99**

eBook: 978-1-498-76766-8

* For full contents and more information, visit: www.crcpress.com/9781498767651

Narrative Tactics for Mobile and Social Games

Pocket-Sized Storytelling



Toiya Kristen Finley, IGDA Game Writing Special Interest Group

Narrative Tactics grants readers practical advice for improving narrative design and game writing for mobile and social games, and helps them rise to the challenge of mobile game storytelling. The first half of the book covers general storytelling techniques, including worldbuilding, character design, dialogue, and quests. In the second half, leading experts in the field explore various genres and types of mobile and social games, including educational games, licensed IP, games for specific demographics, branding games, and free to play (F2P).

CRC Press

Market: Games & Animation

August 2018: 229 x 152: 252pp

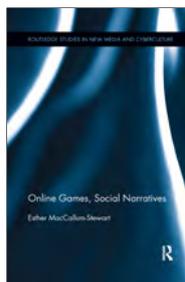
Hb: 978-1-138-61393-5: **£115.00**

Pb: 978-1-498-78078-0: **£46.99**

eBook: 978-1-498-78079-7

* For full contents and more information, visit: www.crcpress.com/9781498780780

Online Games, Social Narratives



Esther MacCallum-Stewart

Series: Routledge Studies in New Media and Cyberculture

In this book, MacCallum-Stewart studies the different ways in which online games create social environments and how players choose to interpret these. These games vary from the immensely popular social networking games on Facebook such as *Farmville* to Massively Multiplayer Online Roleplaying Games to "Free to Play" online gaming and console communities such as players of Xbox Live and PS3 games. Each chapter deals with a different aspect of social gaming online, breaking down when games are social and what narrative devices make them so. This cross-disciplinary study will appeal to those interested in cyberculture, the evolution of gaming technology, and

sociologies of media.

Routledge

Market: Media/Cultural Studies

February 2018: 229 x 152: 208pp

Hb: 978-0-415-89190-5: **£115.00**

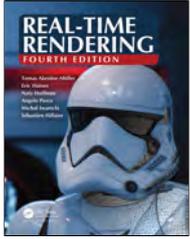
Pb: 978-1-138-54848-0: **£36.99**

eBook: 978-1-315-76375-0

* For full contents and more information, visit: www.routledge.com/9781138548480

4th Edition

Real-Time Rendering



Edited by **Tomas Akenine-Moller, Eric Haines, Naty Hoffman, Angelo Pesce, Michael Iwanicki and Sébastien Hillaire**, Electronic Arts / Frostbite Building; FatBuren

Thoroughly updated, this fourth edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and other applications. It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer

graphics, all in an approachable style. New to this edition: new chapter on VR and AR as well as expanded coverage of Visual Appearance, Advanced Shading, Global Illumination, and Curves and Curved Surfaces.

A K Peters/CRC Press

Market: Games and Animation

August 2018: 235 x 191: 1178pp

Hb: 978-1-138-62700-0: **£69.99**

eBook: 978-1-315-21259-3

Prev. Ed Hb: 978-1-568-81424-7

* For full contents and more information, visit: www.crcpress.com/9781138627000

Reset

Changing the Way We Look at Video Games

Rusel DeMaria

DeMaria delves deeply into the realities of the gaming world, analyzing both the business forces driving game development and the unique qualities that distinguish video games from all other popular media. Drawing on the latest research on play and learning, he explains that it is precisely these qualities—a combination DeMaria calls the "magic edge"—that make video games such potentially powerful tools. He shows how games can be designed to integrate content that educates, inspires, motivates, and empowers players—even as they lure them in with their drama and thrill them with special effects—and offers numerous examples of popular games that do just that.

CRC Press

Market: Games & Animation

February 2019: 229 x 152: 227pp

Hb: 978-1-138-35003-8: **£115.00**

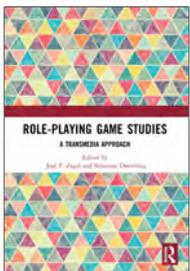
Pb: 978-1-138-35001-4: **£36.99**

eBook: 978-0-429-43615-4

* For full contents and more information, visit: www.crcpress.com/9781138350038

Role-Playing Game Studies

A Transmedia Approach



Edited by **Sebastian Deterding**, University of York, UK and **José Zagal**, University of Utah, USA

This collection offers readers a comprehensive, multidisciplinary and international examination of roleplaying games. Tracing the history of the genre from its origins in games like *Dungeons & Dragons* all the way up to franchises like *World of Warcraft*, chapters analyse the cultural impact of roleplaying games and their intersection with myriad issues. Contributors draw from a range of perspectives including performance studies, sociology, literary studies, and game design. Each chapter includes key terms, sidebars with additional content, and recommended readings to help both students and postgraduates new to

roleplaying games get the full scope of this interdisciplinary field.

Routledge

Market: Game Studies

April 2018: 254 x 178: 464pp

Hb: 978-1-138-63890-7: **£180.00**

Pb: 978-0-815-36920-2: **£43.99**

eBook: 978-1-315-63753-2

* For full contents and more information, visit: www.routledge.com/9780815369202

The Dark Side of Game Play

Controversial Issues in Playful Environments



Edited by **Torill Elvira Mortensen**, IT University of Copenhagen, Denmark, **Jonas Linderoth**, University of Gothenburg, Sweden and **Ashley ML Brown**, Brunel University, UK

Series: Routledge Advances in Game Studies

Games allow players to experiment and play with subject positions, values and moral choice. This volume is an investigation of "dark play" in video games, or game play with controversial themes as well as controversial play behaviour. It covers such questions as: Why do some games stir up political controversies? How do games invite, or even push players towards dark play through their design? Where are the boundaries for what can be presented in a games? Are these boundaries different from other media such as film and books, and if so why? What is the allure of dark play and why do players engage in these practices?

Routledge

Market: Media Studies/Video Games

February 2018: 229 x 152: 280pp

Hb: 978-1-138-82728-8: **£115.00**

Pb: 978-1-138-54867-1: **£36.99**

eBook: 978-1-315-73868-0

* For full contents and more information, visit: www.routledge.com/9781138548671

The Games People Play

Identity, Insights and Issues in the Games Industry

Iain Donald, University of Abertay Dundee, UK

The Games People Play: Identity, Insights and Issues in the Games Industry provides a detailed overview of the game industry's continuing evolution, including the history, economic impact, and patterns of growth. It examines the evolution of games technology, platform cycles, and the establishment of various game genres, before shifting focus toward providing insights into the relationship between the game and the game user. It looks at games alongside social and cultural values and examines the structural relationships between game publishers, distributors, and developers.

A K Peters/CRC Press

Market: Games & Animation

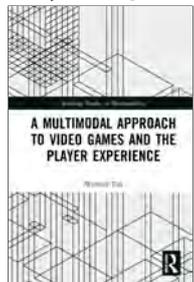
March 2019: 235 x 156: 350pp

Hb: 978-1-482-20905-1: **£61.99**

eBook: 978-1-482-20906-8

* For full contents and more information, visit: www.crcpress.com/9781482209051

A Multimodal Approach to Video Games and the Player Experience



Weimin Toh

Series: *Routledge Studies in Multimodality*

This volume puts forth an original theoretical framework, the ludonarrative model, for studying video games which foregrounds the empirical study of the player experience. The book provides a comprehensive introduction to and description of the model, which draws on theoretical frameworks from multimodal discourse analysis, game studies, and social semiotics, and its development out of participant observation and qualitative interviews from the empirical study of a group of players. Offering a new way forward for video game research, this volume is key reading for students and scholars in multimodality, discourse analysis, game studies, interactive

storytelling, and new media.

Routledge

Market: Multimodality

October 2018: 229 x 152: 256pp

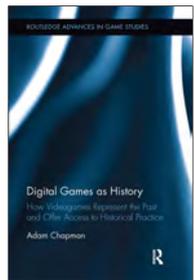
Hb: 978-0-815-39501-0: £115.00

eBook: 978-1-351-18477-9

* For full contents and more information, visit: www.routledge.com/9780815395010

Digital Games as History

How Videogames Represent the Past and Offer Access to Historical Practice



Adam Chapman, University of Gothenburg, Sweden

This book provides the first in-depth exploration of video games as history. Chapman puts forth five basic categories of analysis for understanding historical video games: simulation and epistemology, time, space, narrative, and affordance. Through these methods of analysis he explores what these games uniquely offer as a new form of history and how they produce representations of the past. By taking an inter-disciplinary and accessible approach the book provides a specific and firm first foundation upon which to build further examination of the potential of video games as a historical form.

Routledge

Market: Video Games/Media Studies/History

April 2018: 229 x 152: 290pp

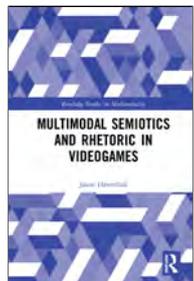
Hb: 978-1-138-84162-8: £115.00

Pb: 978-1-138-59782-2: £36.99

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* For full contents and more information, visit: www.routledge.com/9781138597822

Multimodal Semiotics and Rhetoric in Videogames



Jason Hawreliak

Series: *Routledge Studies in Multimodality*

This book uses a wide range of games as examples to demonstrate the medium's various forms of expression at work, including audio, visual, textual, haptic, and procedural modes, with a particular focus on the procedural form, which emphasizes processes and causal relationships, to better showcase its link with meaning-making. The second half of the book engages in a discussion of different multimodal configurations and user generated content to show how they contribute to the negotiation of meaning in the player experience, including their role in constructing and perpetuating persuasive messages and in driving interesting and unique player decisions in gameplay.

Routledge

Market: Multimodality / Game Studies

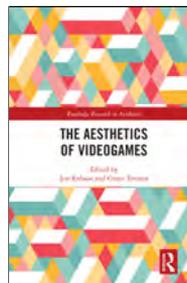
October 2018: 229 x 152: 224pp

Hb: 978-1-138-06573-4: £115.00

eBook: 978-1-315-15949-2

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The Aesthetics of Videogames



Edited by Jon Robson, University of Nottingham, UK and Grant Tavinor, Lincoln University, New Zealand

Series: *Routledge Research in Aesthetics*

This collection of essays is devoted to the philosophical examination of the aesthetics of videogames. As a burgeoning medium of artistic expression, videogames raise entirely new aesthetic concerns, particularly concerning their ontology, interactivity, and aesthetic value. The essays in this volume address a number of pressing theoretical issues related to these areas, including but not limited to: the nature of performance and identity in videogames; their status as an interactive form of art; the ethical problems raised by violence in videogames; and the representation of women in videogames and the

gaming community.

Routledge

Market: Philosophy / Aesthetics

March 2018: 229 x 152: 236pp

Hb: 978-1-138-62958-5: £115.00

eBook: 978-1-315-21037-7

* For full contents and more information, visit: www.routledge.com/9781138629585

The Practical Art of Video Game Prototyping

Step-by-Step Art and Design Techniques for Pre-Production

Andy Manns, Evolution Studios

Series: *Focal Press Game Design Workshops*

This book documents and explains in detail the process of how a game goes from a simple idea to a fully realized product. All the art and design techniques put to use in modern games development, through all the various production stages, will be explained in an easy-to-understand, fluid pipeline. This gives readers a valuable resource into professional workflow and methods. It offers a bridge to professional learning not found elsewhere with insight and background on how to focus skillsets to industry standards.

A K Peters/CRC Press

Market: Games & Animation

March 2019: 254 x 178: 352pp

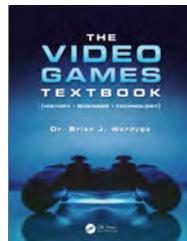
Pb: 978-1-498-77924-1: £38.99

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* For full contents and more information, visit: www.crcpress.com/9781498779241

The Video Games Textbook

History • Business • Technology



Brian J. Wardyga

The Video Games Textbook takes the history of video games to another level, with visually-stimulating, comprehensive, and chronological chapters that are relevant and easy to read for a variety of students. Every chapter is a journey into a different era or area of gaming, where readers emerge with a strong sense of how video games evolved, why they succeeded or failed, and the impact they had on the industry and human culture. Written to capture the attention and interest of both domestic and international college students, each chapter contains a list of objectives and key terms, illustrative timelines, arcade summaries,

images and technical specifications of all major consoles.

A K Peters/CRC Press

Market: Games and Animation

September 2018: 279 x 216: 426pp

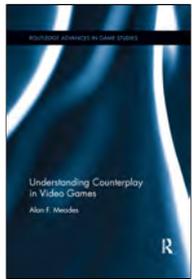
Hb: 978-0-815-39091-6: £115.00

Pb: 978-0-815-39089-3: £53.99

eBook: 978-1-351-17236-3

* For full contents and more information, visit: www.crcpress.com/9780815390893

Understanding Counterplay in Video Games



Alan F. Meades, Canterbury Christ Church University, UK
Series: *Routledge Advances in Game Studies*

This book offers insight into one of the most problematic and universal issues within multiplayer videogames—antisocial and oppositional play forms such as cheating, player harassment, the use of exploits, illicit game modifications, and system hacking, known collectively as counterplay. Using ethnographic research, Meades reframes counterplay as a complex practice with contradictory motivations. The book offers a grounded and pragmatic exploration of counterplay, highlighting opportunities for future game design and player research, and framing it as an unavoidable by-product of interaction of mass audiences with compelling and culturally important texts.

Routledge

Market: Video Game Studies/New Media

February 2018: 229 x 152: 204pp

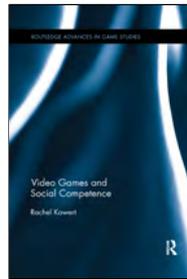
Hb: 978-1-138-80492-0: **£115.00**

Pb: 978-1-138-54869-5: **£36.99**

eBook: 978-1-315-75265-5

* For full contents and more information, visit: www.routledge.com/9781138548695

Video Games and Social Competence



Rachel Kowert, University of Münster, Germany
Series: *Routledge Advances in Game Studies*

"Dr. Kowert's book is an important investigation of how gaming impacts the socialization of players. This seminal work provides critical insights into this new medium and how it influences the way we interact on-line and in real-life." – Christopher J. Ferguson, *Stetson University, USA*

This book explores the potential impact of online video game involvement on social competence outcomes, theoretically and empirically. Through empirical research, Kowert examines the relationships between online video game involvement, social goals, and social skills and discusses the underlying mechanisms

of these effects.

Routledge

Market: Video Games/Media Effects

February 2018: 229 x 152: 248pp

Hb: 978-1-138-80426-5: **£115.00**

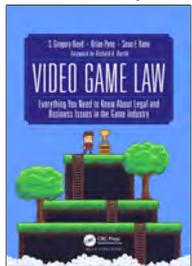
Pb: 978-1-138-54897-8: **£36.99**

eBook: 978-1-315-75313-3

* For full contents and more information, visit: www.routledge.com/9781138548978

Video Game Law

Everything you need to know about Legal and Business Issues in the Game Industry



S. Gregory Boyd, Brian Pyne and Sean F. Kane

Video Game Law is aimed at game developers and industry professionals who want to better understand the industry or are in need of expert legal guidance. Given the rise in international competition, the increasing complexity of video game features, and the explosive growth of the industry in general, Game developers can quickly find themselves in serious trouble, becoming vulnerable to copyright infringement claims, piracy, and even security breaches. Not every video game company has the financial resources to retain in-house counsel, which Video Game Law seeks to address by discussing many of the common pitfalls, legal questions, and scenarios facing the

industry.

A K Peters/CRC Press

Market: Games & Animation

June 2018: 254 x 178: 254pp

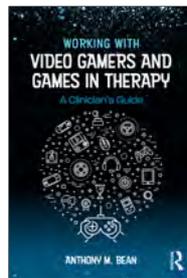
Hb: 978-1-138-05849-1: **£53.99**

eBook: 978-0-429-46999-2

* For full contents and more information, visit: www.crcpress.com/9781138058491

Working with Video Gamers and Games in Therapy

A Clinician's Guide



Anthony M. Bean

Working with Video Gamers and Games in Therapy moves beyond stereotypes about video game addiction and violence to consider the role that games play in psychological experiences and mental health. Chapters examine the factors that compel individual gamers to select and identify with particular games and characters, as well as the different play styles, genres, and archetypes common in video games. For clinicians looking to understand their clients' relationships with video games or to use games as a therapeutic resource in their own practice, this is a thoughtful, comprehensive, and timely resource.

Routledge

Market: Video Games/Therapy

June 2018: 229 x 152: 198pp

Hb: 978-1-138-74712-8: **£105.00**

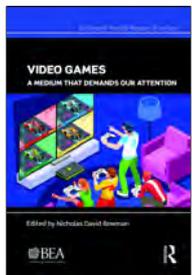
Pb: 978-1-138-74714-2: **£32.99**

eBook: 978-1-315-17338-2

* For full contents and more information, visit: www.routledge.com/9781138747142

Video Games

A Medium That Demands Our Attention



Edited by Nicholas David Bowman

Series: *Electronic Media Research Series*

This entry in the BEA Electronic Media Research Series, born out of the April 2017 BEA Research Symposium, takes a look at video games, outlining the characteristics of the medium as cognitive, emotional, physical, and social demanding technologies, and introduces readers to current research on video games. The diverse array of contributors in this volume offer bleeding-edge perspectives on both current and emerging scholarship. The chapters here contain radical approaches that add to the literature on electronic media studies generally and video game studies specifically.

Routledge

Market: Video Games

July 2018: 229 x 152: 252pp

Hb: 978-0-815-37689-7: **£100.00**

eBook: 978-1-351-23526-6

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