

Pixel Art for Game Developers

Daniel Silber

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Daniel Silber : Pixel Art for Game Developers before purchasing it in order to gage whether or not it would be worth my time, and all praised Pixel Art for Game Developers:

0 of 1 people found the following review helpful. Five StarsBy JackDGreat book designed for amateurs. I'm learning a lot!1 of 3 people found the following review helpful. This is such a great book, I need it a long time agoBy vonedward lee jordanThis is such a great book, I need it a long time ago. Have ready only up too page 99 and feel like I have learned so much, and now all those ideas I have are possissable.6 of 7 people found the following review helpful. Good,

But A Bit Pricey By Alec Justice Great book, with lots of good information, and the author has a good background in Pixel Art. However, the price seems a bit too steep for the size and information this book contains. It is, however, really the only book of it's kind. I wish the interviews were a bit more in-depth, and not so short, especially since they were artists for some very well known, beautiful games. The book could have also been a lot more hands-on.

Is the art for your video game taking too long to create? Learning to create Pixel Art may be the answer to your development troubles. Uncover the secrets to creating stunning graphics with Pixel Art for Game Developers. The premier how-to book on Pixel Art and Pixel Art software, it focuses on the universal principles of the craft. The book provides an introduction to Pixel Art, its utility, foundational elements, and concepts such as light and shadow. It offers tutorials on creating animations and serves as a functional guide for the most common methodology in 2D game development. Gamers love the retro feel of Pixel Art, and lucky for you it is easy to create. You'll love the tiny file sizes that will reduce compile times and help your game run faster. Providing you with the skills to create the characters and environments needed for 2D games, this book will help you: Create tilesets to build game environments Understand light and shadow Work efficiently with pixels Use atmospheric and linear perspective Create professional-quality Pixel Art This book has chapters dedicated to theory as well as step-by-step tutorials, both of which describe the process explicitly. Whether you are an artist, programmer, indie developer, or certified public accountant, after reading this book, you'll understand the steps necessary to create production-quality Pixel Art graphics. Praise for the Book: Pixel Art and Pixel Art games are very popular and the technique is a great way for independent creators to create very good-looking games with limited resources. It's frankly shocking that there hasn't been a resource like this before ... a very timely book. Chris Totten, George Mason University, Washington, DC, USA

"Pixel Art and Pixel Art games are very popular and the technique is a great way for independent creators to create very good-looking games with limited resources. It's frankly shocking that there hasn't been a resource like this before ... a very timely book." Chris Totten, George Mason University, Washington, DC, USA About the Author Dan Silber is a game developer who has been credited for Pixel Art on dozens of games with licenses, including Marvel, Nickelodeon, Pixar, and Disney. His work has appeared on games that span multiple platforms including PC, Nintendo DS, and GBA. In addition to working with Pixel Art, he is a programmer, musician, and accomplished 3D Artist with work that has appeared in an exhibit in the Smithsonian's Air and Space Museum. Dan owns the game development studio Interstellar Tortoise and has written several indie games. If you want to know more about him, check out www.dansilber.com and www.interstellartortoise.com