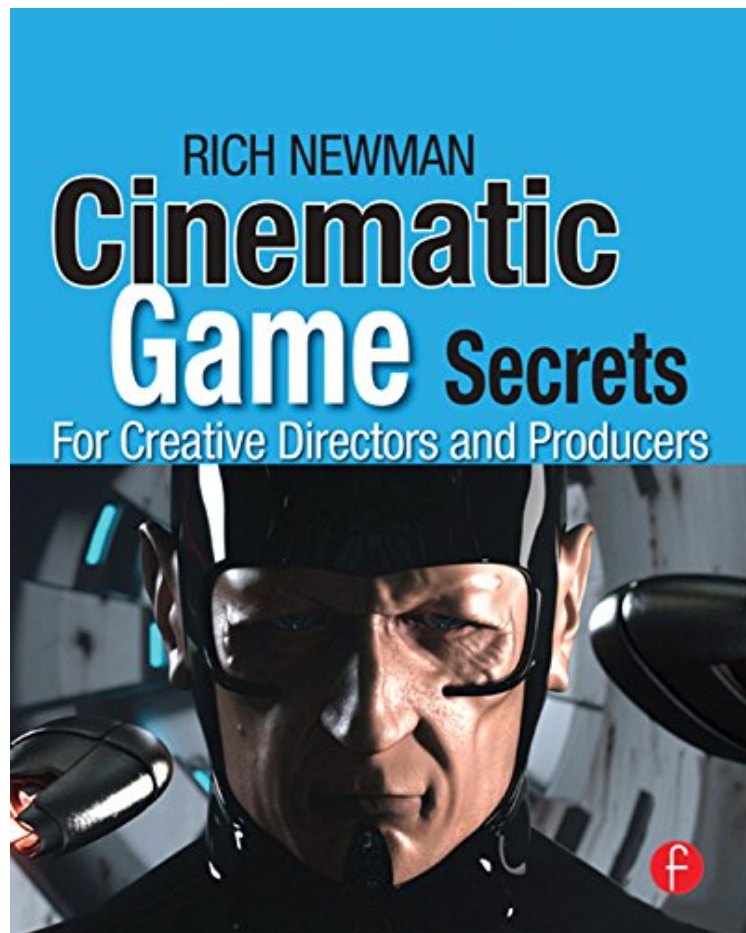


(Mobile ebook) Cinematic Game Secrets for Creative Directors and Producers: Inspired Techniques From Industry Legends

Cinematic Game Secrets for Creative Directors and Producers: Inspired Techniques From Industry Legends

Von Rich Newman

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Von Rich Newman : Cinematic Game Secrets for Creative Directors and Producers: Inspired Techniques From Industry Legends before purchasing it in order to gauge whether or not it would be worth my time, and all praised Cinematic Game Secrets for Creative Directors and Producers: Inspired Techniques From Industry Legends:

Kundenrezensionen Hilfreichste Kundenrezensionen 0 von 0 Kunden fanden die folgende Rezension hilfreich. Ein Buch das man wirklich lesen sollte. Von Horst Busch Tolle Umsetzung des Themas. Jeder der Interesse an der ENDSTEHUNG von Videospiele hat oder sich für die Einbindung von filmischen Erzählmitteln in eben jenen interessiert sollte dieses Buch unbedingt lesen.

KurzbeschreibungCinematography for Games covers the space between the game and film industries by pointing out the most relevant cinematic techniques in today's hottest games, and including interviews with the game industry's greatest luminaries (including Will Wright: Sims legend, Harvey Smith, legendary game Deus Ex, Warren Spector creator of one of the original game companies, Origin).The convergence of games and film is a widely discussed and debated topic in the game industry. Many major publishers, along with some high-profile directors (John Woo, James Cameron, Steven Spielberg, Tony Scott) are exploring the middle ground between the industries. This book introduces game producers and directors to the tried and true techniques cinematographers have relied on for years.Game developers learn how to create compelling video games by: developing quality stories and characters; visualizing scenes within the game through the eyes of a cinematographer; using tried and true film industry methods for casting, voice-over, direction, and production.The book will also feature screen shots from some of today's hottest titles that illustrate key cinematic concepts, as well as advice from successful game industry professionals already using these techniques.KurzbeschreibungCinematography for Games covers the space between the game and film industries by pointing out the most relevant cinematic techniques in today's hottest games, and including interviews with the game industry's greatest luminaries (including Will Wright: Sims legend, Harvey Smith, legendary game Deus Ex, Warren Spector creator of one of the original game companies, Origin).The convergence of games and film is a widely discussed and debated topic in the game industry. Many major publishers, along with some high-profile directors (John Woo, James Cameron, Steven Spielberg, Tony Scott) are exploring the middle ground between the industries. This book introduces game producers and directors to the tried and true techniques cinematographers have relied on for years.Game developers learn how to create compelling video games by: developing quality stories and characters; visualizing scenes within the game through the eyes of a cinematographer; using tried and true film industry methods for casting, voice-over, direction, and production.The book will also feature screen shots from some of today's hottest titles that illustrate key cinematic concepts, as well as advice from successful game industry professionals already using these techniques.Synopsis "Cinematography for Games" covers the space between the game and film industries by pointing out the most relevant cinematic techniques in today's hottest games, and including interviews with the game industry's greatest luminaries (including Will Wright: Sims legend, Harvey Smith, legendary game Deus Ex, Warren Spector, creator of one of the original game companies, Origin). The convergence of games and film is a widely discussed and debated topic in the game industry. Many major publishers, along with some high-profile directors (John Woo, James Cameron, Steven Spielberg, Tony Scott) are exploring the middle ground between the industries.This book introduces game producers and directors to the tried and true techniques cinematographers have relied on for years. Game developers learn how to create compelling video games by: developing quality stories and characters; visualizing scenes within the game through the eyes of a cinematographer; and, using tried and true film industry methods for casting, voice-over, direction, and production.This book will also feature screen shots from some of today's hottest titles that illustrate key cinematic concepts, as well as advice from successful game industry professionals already using these techniques.