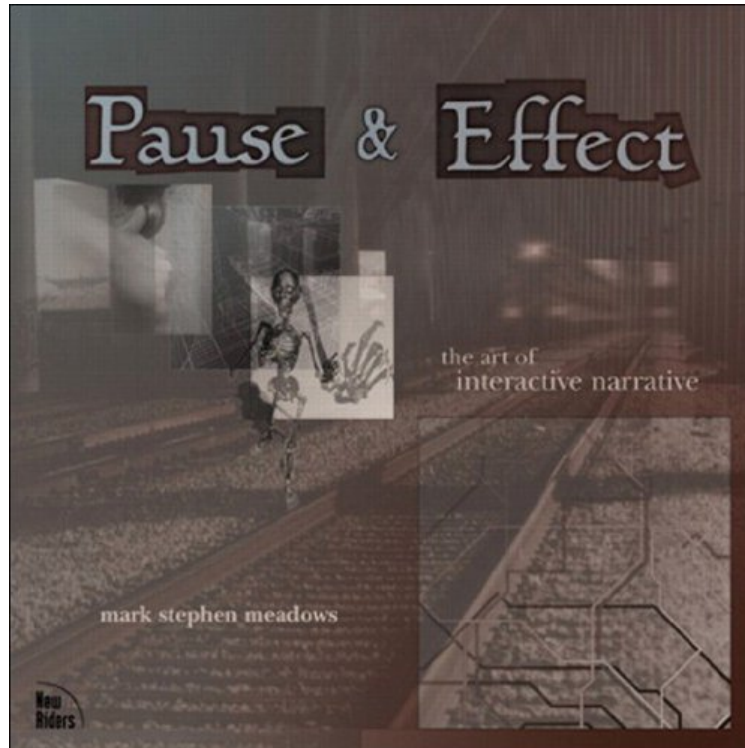


Pause Effect: The Art of Interactive Narrative

Von Mark Stephen Meadows

ebooks | Download PDF | *ePub | DOC | audiobook



 Download

 Read Online

Produktinformation - Verkaufsrang: #1458628 in eBooks Veröffentlicht am: 2002-09-10 Erscheinungsdatum: 2002-09-10 File Name: B0054RF7IE | File size: 36.Mb

Von Mark Stephen Meadows : Pause Effect: The Art of Interactive Narrative before purchasing it in order to gauge whether or not it would be worth my time, and all praised Pause Effect: The Art of Interactive Narrative:

Kundenrezensionen Hilfreichste Kundenrezensionen 0 von 0 Kunden fanden die folgende Rezension hilfreich. Fantastisch eine seltene Kombination Von Kunde Keine Frage, dies ist ein Buch zu einem sehr neuem Sachbereich, der nonlinearen Dramaturgie, gerade deswegen war ich auch so erstaunt auf wie viele Arten der Autor sich dem Thema nähert: von der Kunstgeschichte, über Computerspiele zum Interface design. Eins der seltenen Bücher die auch noch richtig inspirierend aussehen, fast keine Seite ohne Bilder, macht richtig Spaß.

Kurzbeschreibung Interactive narrative is the cornerstone for many forms of digital media: web sites, interface design, gaming environments, and even artificial intelligence. In Pause Effect, Mark Stephen Meadows examines the intersection of storytelling, visual art, and interactivity. He takes the key principles from these areas and applies them to the design, architecture, and development of successful interactive narrative. This provocative book will appeal to designers with its edgy aesthetic and artistic sensibility. Striking graphic and typographic imagery complement unique design features that encourage interactivity through varying levels of information, different navigational possibilities, and even flip-book animations..de This is an extremely literate and somewhat scholarly look at the past, present, and

future of the emerging art form of interactive narrative, where storytelling, visual imagery, and reader interaction meet. With an abundance of illustrations, including a comic strip that runs timeline-style along the bottom of each page, and a corner flipbook, *Pause Effect* looks at what defines visual narrative, how it has developed through the centuries (from the religious paintings of 13th-century artist Giotto to the first-person shooter games of today), and the principles involved. The book has four parts. In the first, "Theory," readers learn about perspective (both emotional/inside-the-skull and dimensional/outside-the-skull), Aristotle's definition of dramatic structure, the Freytag triangle (complication, climax, denouement), the three interactive narrative structures (nodal, modulated, and open), and other fundamental issues. The second part covers the 2-D topics of image and icon, including several examples of narrative imagery from the history of art (e.g., Velzquez's *Las Meninas* and Duchamp's *Nude Descending a Staircase No. 2*) and basic principles for designing a narrative that facilitates the four steps of interaction (observation, exploration, modification, and reciprocal change). The third section looks at the 3-D areas of place and space (how architecture and dimensional imagery affect narrative), as well as case studies from theater, game design (*Deus Ex 2*), the Internet (the graphical MUD *Ultima Online*), and more. The last section discusses the practical issues involved in developing interactive narratives and emerging trends. *Pause Effect* is for anyone interested in a serious analysis that touches on new media, storytelling, visual art, and literature. It would also make an excellent textbook for a variety of college courses, from game design to semiotics. --Angelynn Grant

Kurzbeschreibung Interactive narrative is the cornerstone for many forms of digital media: web sites, interface design, gaming environments, and even artificial intelligence. In *Pause Effect*, Mark Stephen Meadows examines the intersection of storytelling, visual art, and interactivity. He takes the key principles from these areas and applies them to the design, architecture, and development of successful interactive narrative. This provocative book will appeal to designers with its edgy aesthetic and artistic sensibility. Striking graphic and typographic imagery complement unique design features that encourage interactivity through varying levels of information, different navigational possibilities, and even flip-book animations.