

Game Design & Development

AT-A-GLANCE • SPRING 2016

Course names include: Game Design Concepts, Game Design and Development, Character Design, Level Design, After Effects, Visual Effects, Compositing, Digital Audio, 3D Animation, 3D Modeling and Rendering, 3D Animation, 3D Character Animation, Digital Editing, 3D Lighting and Rendering, Animation Fundamentals, Imaging Fundamentals

Departments include: Media Arts, Digital Arts and Design, Interactive Design and Game Development, Media Arts and Technology



GAME DESIGN

TITLE	ISBN	AUTHOR	PRICE	PUB DATE
100 Principles of Game Design	9780321902498	Despain	\$59.99	Published
A Beginner's Guide to Writing Minecraft Plugins in JavaScript	9780133930146	Higgins	\$29.99	Published
A Game Design Vocabulary	9780321886927	Anthropy / Clark	\$34.99	Published
Absolute Beginner's Guide to Minecraft Mods Programming, 2/e	9780789755742	Cadenhead	\$29.99	Published
Chris Crawford on Interactive Storytelling, 2nd Edition	9780321864970	Crawford	\$49.99	Published
Creating the Art of the Game	9780735714090	Omernick	\$49.99	Published
Digital Lighting and Rendering, 3rd Edition	9780321928986	Birn	\$59.99	Published
Digital Modeling	9780321700896	Vaughan	\$55.00	Published
Digital Texturing and Painting	9780735709188	Demers	\$60.00	Published
Fundamentals of Game Design, 3rd Edition	9780321929679	Adams	\$69.99	Published
Game Mechanics: Advanced Game Design	9780321820273	Adams, Dormans	\$74.99	Published
Introduction to Game Design, Prototyping, and Development	9780321933164	Gibson	\$69.99	Published
Introduction to Game Design LiveLessons Access Code Card	9780134171869	Macklin / Sharp	\$149.99	Published
Level Design for Games: Creating Compelling Game Experiences	9780321375971	Co	\$54.99	Published
Photoshop for Games: Creating Art for Console, Mobile, and Social Games	9780321990204	Nelson	\$49.99	Published
NEW Players Making Decisions: Game Design Essentials and the Art of Understanding Your Players	9780134396750	Hiwiler	\$49.99	Dec 2015

Adobe Press

NRG

New Riders

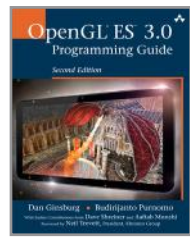
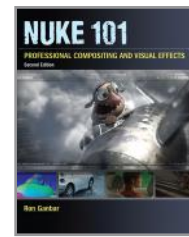
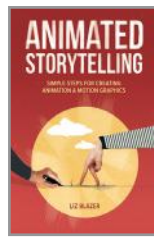
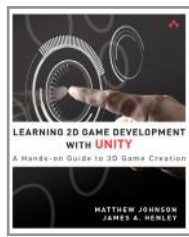
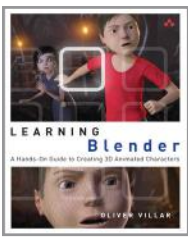
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GAME DEVELOPMENT

TITLE	ISBN	AUTHOR	PRICE	PUB DATE
Game Programming Algorithms and Techniques	9780321940155	Madhav	\$59.99	Published
Introduction to Game Design, Prototyping, and Development	9780321933164	Gibson	\$69.99	Published
Learning 2D Game Development with Unity	9780321957726	Johnson / Henley	\$44.99	Published
Multiplayer Game Programming: Architecting Networked Games	9780134034300	Glazer / Madhav	\$54.99	Published
Real-Time 3D Rendering with DirectX 11 and HLSL	9780321962720	Varcholik	\$59.99	Published
The Web Game Developer's Cookbook	9780321898388	Burchard	\$39.99	Published
NEW Unity Game Development in 24 Hours, Sams Teach Yourself, 2/e	9780672337512	Tristem / Geig	\$49.99	Dec 2015
NEW Unreal Engine 4 Game Development in 24 Hours, Sams Teach Yourself	9780672337628	Cookson / Johnson / Crumpler	\$44.99	Mar 2016

VISUAL EFFECTS & MOTION GRAPHICS

TITLE	ISBN	AUTHOR	PRICE	PUB DATE
3ds Max in 24 Hours, Sams Teach Yourself	9780672336997	Jones	\$44.99	Published
NEW Adobe After Effects CC Classroom in a Book (2015 release)	9780134308128	Fridsma / Gyncild	\$59.99	Dec 2015
Adobe After Effects CC Learn by Video (2014 release)	9780133928266	Peachpit Press	\$79.99	Published
Adobe After Effects CC Visual Effects and Compositing Studio Techniques	9780321934697	Christiansen	\$69.99	Published
NEW Animated Storytelling: Simple Steps For Creating Animation and Motion Graphics	9780134133652	Blazer	\$24.99	Published
Apple Pro Training Series: Motion 5	9780321774682	Spencer	\$64.99	Published
[digital] Visual Effects and Compositing	9780321984388	Gress	\$64.99	Published
Green Screen Production Master Class: Learn by Video	9780133902655	Foster	\$44.99	Published
Learning Blender	9780133886177	Villar	\$39.99	Published
Maya in 24 Hours, Sams Teach Yourself	9780672336836	Roy / Rivera	\$44.99	Published
Nuke 101: Professional Compositing and Visual Effects, 2nd Edition	9780321984128	Ganbar	\$64.99	Published

OPENGL

TITLE	ISBN	AUTHOR	PRICE	PUB DATE
OpenGL Programming Guide, 8th Edition	9780321773036	Shreiner / Sellers / Kessenich / Licea-Kane	\$59.99	Published
OpenGL Superbible: Comprehensive Tutorial and Reference, 7/e	9780672337475	Sellers / Wright / Haemel	\$59.99	Published
OpenGL ES 3.0 Programming Guide, 2nd Edition	9780321933881	Ginsburg / Purnomo / Shreiner / Munshi	\$49.99	Published
WebGL Programming Guide	9780321902924	Matsuda / Lea	\$44.99	Published

AUDIO

TITLE	ISBN	AUTHOR	PRICE	PUB DATE
Writing Interactive Music for Video Games	9780321961587	Sweet	\$49.99	Published

www.pearsonhighered.com/educator