
Diseño de videojuegos

Design Vidoegames. Give Shape to your Dreams

Author: [Daniel González](#) [1]

Publisher: [Ra-Ma, S.A. Editorial y Publicaciones](#) [2]

Language: Spanish

Year of Publication: 2011

Pages: 152

Number of editions: 1

Spanish Retail price: 19.90€

ISBN: 9788499640785

Genre: Social Science and religion

AUTUMN

2011

Season: AUTUMN 2011

To enter the fascinating world of video games you need a good gaming guide and a few extra games.

The industry has expanded astonishingly in the past few years, reaching millions of people and creating new platforms and revolutionary games systems.

But, like almost all artistic processes, the world of video games is based on an idea, converted into reality through exhaustive work. This book is a manual to help you turn that idea in your head into a product. In these pages you will learn how to work on the script, the characters, scenes, gaming mechanisms, artificial intelligence...An aid for all those designers who want to launch themselves on the great adventure of creating video games.

Publishing rights available from**Company:** Ra-Ma Editorial Y Publicaciones S.A.

CIF: A78074515

Contact: TERESA GÓMEZ

Phone: 916584280

E-mail: teresa.gomez@ra-ma.com [3]

Website: <http://www.ra-ma.es> [4]

Source URL: <http://s352986993.web-inicial.es/node/5981>

Links:

[1] <http://s352986993.web-inicial.es/node/5607>

[2] <http://s352986993.web-inicial.es/node/624>

[3] <mailto:teresa.gomez@ra-ma.com>

[4] <http://www.ra-ma.es>