

Game Design & Development

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 |
| 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 | Dec 2013 |
| Digital Modeling | 9780321700896 | Vaughan | 55.00 | Published |
| Digital Texturing and Painting | 9780735709188 | Demers | 60.00 | Published |
| Fundamentals of Game Design, 3/e | 9780321929679 | Adams | 95.00 | Dec 2013 |
| Game Mechanics: Advanced Game Design | 9780321820273 | Adams, Dormans | 59.99 | Published |
| Level Design for Games: Creating Compelling Game Experiences | 9780321375971 | Co | 44.99 | Published |

GAME DEVELOPMENT

| TITLE | ISBN | AUTHOR | PRICE | PUB DATE |
|---|---------------|------------------|-------|-----------|
| A Game Design Vocabulary | 9780321886927 | Anthropy / Clark | 34.99 | Feb 2014 |
| ActionScript 3.0 Game Programming University, 2nd Edition | 9780789747327 | Rosenzweig | 44.99 | Published |
| ActionScript for Multiplayer Games and Virtual Worlds | 9780321643360 | Makar | 54.99 | Published |
| Game Programming Algorithms and Techniques | 9780321940155 | Madhav | 59.99 | Dec 2013 |
| Introduction to Game Design, Prototyping, and Development | 9780321933164 | Gibson | 59.99 | Apr 2014 |
| Learning Game Development with Unity | 9780321957726 | Hasankolli, II | 44.99 | Mar 2014 |
| Real-Time 3D Rendering with DirectX 11 and HLSL | 9780321962720 | Varcholik | 59.99 | Apr 2014 |
| The Web Game Developer's Cookbook | 9780321898388 | Burchard | 39.99 | Published |
| Unity Game Development in 24 Hours, Sams Teach Yourself | 9780672336966 | Geig | 39.99 | Nov 2013 |

MOBILE GAMES

| TITLE | ISBN | AUTHOR | PRICE | PUB DATE |
|--|---------------|----------------------|-------|-----------|
| Building iOS Games: Develop and Design | 9780321786623 | Sugrue | 44.99 | Published |
| Core HTML5 Canvas | 9780132761611 | Geary | 54.99 | Published |
| Core HTML5 Game Programming | 9780133564242 | Geary | 44.99 | Mar 2014 |
| Learning Android Game Programming | 9780321769626 | Rogers | 39.99 | Published |
| Learning Cocos2D | 9780321735621 | Strougo / Wenderlich | 44.99 | Published |
| Learning HTML5 Game Programming | 9780321767363 | Williams | 29.99 | Published |
| Learning iOS Game Programming | 9780321699428 | Daley | 39.99 | Published |

VISUAL EFFECTS & MOTION GRAPHICS

| TITLE | ISBN | AUTHOR | PRICE | PUB DATE |
|---|---------------|---------------------------------|-------|-----------|
| 3ds Max in 24 Hours, Sams Teach Yourself | 9780672336997 | Jones | 44.99 | Dec 2013 |
| *Adobe After Effects CC Classroom in a Book | 9780321929600 | Adobe Creative Team | 64.99 | Published |
| Adobe After Effects CC: Learn by Video | 9780321930729 | Taylor, Kopriva, Video2Brain | 79.99 | Published |
| Adobe After Effects CC Visual Effects and Compositing Studio Techniques | 9780321934697 | Christiansen | 69.99 | Published |
| Apple Pro Training Series: Motion 5 | 9780321774682 | Spencer | 54.99 | Published |
| Digital Video with Adobe Creative Cloud Classroom in a Book | 9780321934024 | Adobe Creative Team | 64.99 | Published |
| Inside LightWave 3D v10 | 9780321766618 | Ablan | 59.99 | Published |
| Maya in 24 Hours, Sams Teach Yourself | 9780672336836 | Roy / Rivera | 44.99 | Published |
| Nuke 101: Professional Compositing and Visual Effects | 9780321733474 | 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, 6th Edition | 9780321902948 | Sellers / Wright / Haemel | 59.99 | Published |
| OpenGL ES 3.0 Programming Guide | 9780321933881 | Ginsburg / Purnomo / Shreiner / Munshi | 49.99 | Feb 2014 |
| WebGL Programming Guide | 9780321902924 | Matsuda / Lea | 44.99 | Published |

* Ask your Pearson rep for CS6 versions of these titles