



Game Art for Teens (Game Development Series)

Les Pardew

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"Game Art for Teens" is an instructional book for beginners, instructing them in the creation of art for games. The ideal follow-up to "Game Programming for Teens" (1592000681), this book assumes no prior knowledge. It contains several step-by-step projects covering character modeling and animation, world and level creation, special effects, and art for 2D games. It focuses on 3D model building, texturing, and animation along with traditional 2D painting and photo manipulation. It also includes software tools for the student to use with the projects.

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