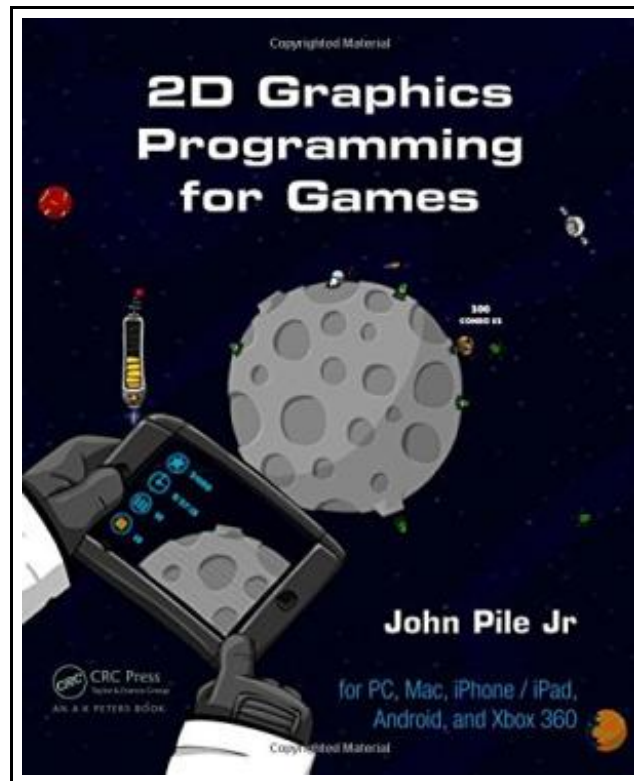


2D Graphics Programming for Games



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It is great and fantastic. I actually have read and so i am certain that i am going to going to go through once again yet again in the future. I realized this ebook from my dad and i encouraged this book to find out.

(Dr. Kayden Gerlach)

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Taylor & Francis Inc. Hardback. Book Condition: new. BRAND NEW, 2D Graphics Programming for Games, John Pile, The success of Angry Birds, Peggle, and Fruit Ninja has proven that fun and immersive game experiences can be created in two dimensions. Furthermore, 2D graphics enable developers to quickly prototype ideas and mechanics using fewer resources than 3D. 2D Graphics Programming for Games provides an in-depth single source on creating 2D graphics that can be easily applied to many game platforms, including iOS, Android, Xbox 360, and the PlayStation Suite. The author presents examples not only from video games but also from art and animated film. The book helps new programmers learn the concepts and techniques used to produce appealing 2D graphics. It starts with the basics and then covers topics pertaining to motion and depth, such as cel animation, tiling, and layering. The text also describes advanced graphics, including the use of particle systems, shaders, and splines. Code samples in the text and online allow readers to see a particular line of code in action or as it relates to the code around it. In addition, challenges and suggested projects encourage readers to work through problems, experiment with solutions, and tinker with code. Full of practical tools and tricks, this color book gives novices in-depth guidance on making professional, high-quality graphics for games. It also improves the relationship between programmers and artists by explaining how certain art and design challenges can be solved with a programmatic solution.



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