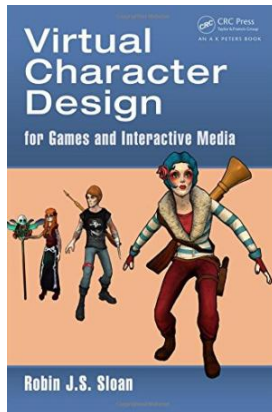


Get Kindle

VIRTUAL CHARACTER DESIGN FOR GAMES AND INTERACTIVE MEDIA



Taylor & Francis Inc. Paperback. Book Condition: new. BRAND NEW, Virtual Character Design for Games and Interactive Media, Robin James Stuart Sloan, While the earliest character representations in video games were rudimentary in terms of their presentation and performance, the virtual characters that appear in games today can be extremely complex and lifelike. These are characters that have the potential to make a powerful and emotional connection with gamers. As virtual characters become more intricate and varied, there is a...

Download PDF Virtual Character Design for Games and Interactive Media

- Authored by Robin James Stuart Sloan
- Released at -



Filesize: 2.11 MB

Reviews

A whole new e-book with an all new perspective. It is among the most amazing publication i actually have study. You wont really feel monotony at anytime of your respective time (that's what catalogs are for concerning if you request me).

-- **Austen Feil Jr.**

This ebook is wonderful. Of course, it really is perform, nevertheless an interesting and amazing literature. Its been printed in an extremely straightforward way and it is simply after i finished reading this ebook where in fact changed me, modify the way i believe.

-- **Prof. Maxwell Stracke**

This is an remarkable ebook that I actually have actually read through. I could possibly comprehended every thing using this published e book. It is extremely difficult to leave it before concluding, once you begin to read the book.

-- **Jarrold Harber**
