



Pixel Art for Game Developers

By Daniel Silber

[Download now](#)

[Read Online](#) 

Pixel Art for Game Developers By Daniel Silber

Is the art for your video game taking too long to create? Learning to create Pixel Art may be the answer to your development troubles. Uncover the secrets to creating stunning graphics with **Pixel Art for Game Developers**. The premier how-to book on Pixel Art and Pixel Art software, it focuses on the universal principles of the craft.

The book provides an introduction to Pixel Art, its utility, foundational elements, and concepts such as light and shadow. It offers tutorials on creating animations and serves as a functional guide for the most common methodology in 2D game development.

Gamers love the retro feel of Pixel Art, and lucky for you it is easy to create. You'll love the tiny file sizes that will reduce compile times and help your game run faster. Providing you with the skills to create the characters and environments needed for 2D games, this book will help you:

- Create tilesets to build game environments
- Understand light and shadow
- Work efficiently with pixels
- Use atmospheric and linear perspective
- Create professional-quality Pixel Art

This book has chapters dedicated to theory as well as step-by-step tutorials, both of which describe the process explicitly. Whether you are an artist, programmer, indie developer, or certified public accountant, after reading this book, you'll understand the steps necessary to create production-quality Pixel Art graphics.

Praise for the Book:

Pixel Art and Pixel Art games are very popular and the technique is a great way for independent creators to create very good-looking games with limited resources. It's frankly shocking that there hasn't been a resource like this

before ... a very timely book.

—Chris Totten, George Mason University, Washington, DC, USA

 [Download Pixel Art for Game Developers ...pdf](#)

 [Read Online Pixel Art for Game Developers ...pdf](#)

Pixel Art for Game Developers

By Daniel Silber

Pixel Art for Game Developers By Daniel Silber

Is the art for your video game taking too long to create? Learning to create Pixel Art may be the answer to your development troubles. Uncover the secrets to creating stunning graphics with **Pixel Art for Game Developers**. The premier how-to book on Pixel Art and Pixel Art software, it focuses on the universal principles of the craft.

The book provides an introduction to Pixel Art, its utility, foundational elements, and concepts such as light and shadow. It offers tutorials on creating animations and serves as a functional guide for the most common methodology in 2D game development.

Gamers love the retro feel of Pixel Art, and lucky for you it is easy to create. You'll love the tiny file sizes that will reduce compile times and help your game run faster. Providing you with the skills to create the characters and environments needed for 2D games, this book will help you:

- Create tilesets to build game environments
- Understand light and shadow
- Work efficiently with pixels
- Use atmospheric and linear perspective
- Create professional-quality Pixel Art

This book has chapters dedicated to theory as well as step-by-step tutorials, both of which describe the process explicitly. Whether you are an artist, programmer, indie developer, or certified public accountant, after reading this book, you'll understand the steps necessary to create production-quality Pixel Art graphics.

Praise for the Book:

Pixel Art and Pixel Art games are very popular and the technique is a great way for independent creators to create very good-looking games with limited resources. It's frankly shocking that there hasn't been a resource like this before ... a very timely book.

—Chris Totten, George Mason University, Washington, DC, USA

Pixel Art for Game Developers By Daniel Silber Bibliography

- Rank: #844837 in eBooks
- Published on: 2015-07-28
- Released on: 2015-07-28
- Format: Kindle eBook

 [**Download Pixel Art for Game Developers ...pdf**](#)

 [**Read Online Pixel Art for Game Developers ...pdf**](#)

Download and Read Free Online Pixel Art for Game Developers By Daniel Silber

Editorial Review

Review

"Pixel Art and Pixel Art games are very popular and the technique is a great way for independent creators to create very good-looking games with limited resources. It's frankly shocking that there hasn't been a resource like this before ... a very timely book."

?Chris Totten, George Mason University, Washington, DC, USA

About the Author

Dan Silber is a game developer who has been credited for Pixel Art on dozens of games with licenses, including Marvel, Nickelodeon, Pixar, and Disney. His work has appeared on games that span multiple platforms including PC, Nintendo DS, and GBA. In addition to working with Pixel Art, he is a programmer, musician, and accomplished 3D Artist?with work that has appeared in an exhibit in the Smithsonian's Air and Space Museum. Dan owns the game development studio Interstellar Tortoise and has written several indie games.

If you want to know more about him, check out www.dansilber.com and www.interstellartortoise.com

Users Review

From reader reviews:

Rosa Rogers:

The e-book with title Pixel Art for Game Developers possesses a lot of information that you can learn it. You can get a lot of benefit after read this book. This book exist new know-how the information that exist in this reserve represented the condition of the world today. That is important to you to learn how the improvement of the world. This specific book will bring you in new era of the global growth. You can read the e-book in your smart phone, so you can read that anywhere you want.

Michael Watkins:

Does one one of the book lovers? If so, do you ever feeling doubt if you are in the book store? Aim to pick one book that you find out the inside because don't determine book by its handle may doesn't work at this point is difficult job because you are scared that the inside maybe not as fantastic as in the outside search likes. Maybe you answer may be Pixel Art for Game Developers why because the excellent cover that make you consider in regards to the content will not disappoint an individual. The inside or content is definitely fantastic as the outside as well as cover. Your reading sixth sense will directly make suggestions to pick up this book.

Leroy Torres:

That publication can make you to feel relax. This particular book Pixel Art for Game Developers was bright colored and of course has pictures around. As we know that book Pixel Art for Game Developers has many kinds or genre. Start from kids until teens. For example Naruto or Detective Conan you can read and think that you are the character on there. Therefore , not at all of book are generally make you bored, any it offers up you feel happy, fun and chill out. Try to choose the best book in your case and try to like reading that will.

Walter Pyle:

Reserve is one of source of knowledge. We can add our information from it. Not only for students and also native or citizen will need book to know the up-date information of year to help year. As we know those textbooks have many advantages. Beside most of us add our knowledge, could also bring us to around the world. With the book Pixel Art for Game Developers we can acquire more advantage. Don't you to definitely be creative people? To get creative person must want to read a book. Only choose the best book that appropriate with your aim. Don't be doubt to change your life by this book Pixel Art for Game Developers. You can more appealing than now.

**Download and Read Online Pixel Art for Game Developers By
Daniel Silber #0SIZQX5M971**

Read Pixel Art for Game Developers By Daniel Silber for online ebook

Pixel Art for Game Developers By Daniel Silber Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Pixel Art for Game Developers By Daniel Silber books to read online.

Online Pixel Art for Game Developers By Daniel Silber ebook PDF download

Pixel Art for Game Developers By Daniel Silber Doc

Pixel Art for Game Developers By Daniel Silber Mobipocket

Pixel Art for Game Developers By Daniel Silber EPub

0SIZQX5M971: Pixel Art for Game Developers By Daniel Silber