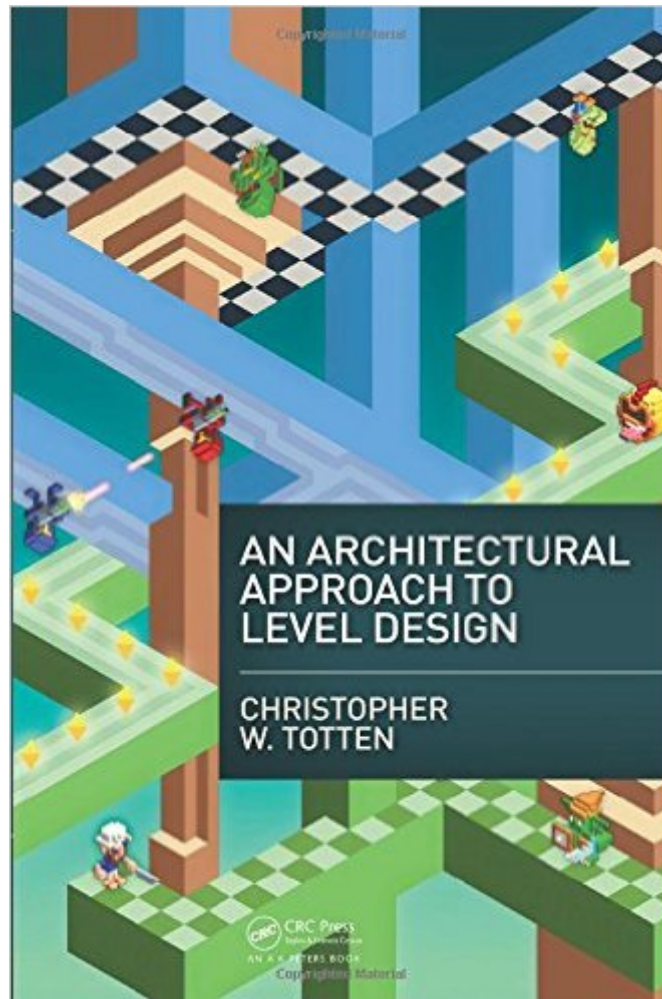


The book was found

An Architectural Approach To Level Design



Synopsis

Explore Level Design through the Lens of Architectural and Spatial Experience Theory Written by a game developer and professor trained in architecture, *An Architectural Approach to Level Design* is one of the first books to integrate architectural and spatial design theory with the field of level design. It explores the principles of level design through the context and history of architecture, providing information useful to both academics and game development professionals. *Understand Spatial Design Principles for Game Levels in 2D, 3D, and Multiplayer Applications* The book presents architectural techniques and theories for level designers to use in their own work. The author connects architecture and level design in different ways that address the practical elements of how designers construct space and the experiential elements of how and why humans interact with this space. Throughout the text, readers learn skills for spatial layout, evoking emotion through gamespaces, and creating better levels through architectural theory. *Create Meaningful User Experiences in Your Games* Bringing together topics in game design and architecture, this book helps designers create better spaces for their games. Software independent, the book discusses tools and techniques that designers can use in crafting their interactive worlds.

Book Information

Paperback: 469 pages

Publisher: A K Peters/CRC Press (June 12, 2014)

Language: English

ISBN-10: 1466585412

ISBN-13: 978-1466585416

Product Dimensions: 6.1 x 0.9 x 9.2 inches

Shipping Weight: 3.2 ounces (View shipping rates and policies)

Average Customer Review: 4.3 out of 5 stars Â Â See all reviewsÂ (3 customer reviews)

Best Sellers Rank: #460,684 in Books (See Top 100 in Books) #65 inÂ Books > Computers &

Technology > Games & Strategy Guides > Game Design #316 inÂ Books > Computers &

Technology > Games & Strategy Guides > Game Programming #845 inÂ Books > Computers &

Technology > Programming > Graphics & Multimedia

Customer Reviews

I liked it. It was an ok book. Now I am just trying to fill the word count. Apple Jacks

Greate book!!

Great book.

[Download to continue reading...](#)

An Architectural Approach to Level Design Architectural Graphic Standards (Ramsey/Sleeper Architectural Graphic Standards Series) Design with Climate: Bioclimatic Approach to Architectural Regionalism Design Like You Give A Damn: Architectural Responses To Humanitarian Crises Introducing Architectural Tectonics: Exploring the Intersection of Design and Construction Landscape Design: A Cultural and Architectural History Landscape Architectural Research: Inquiry, Strategy, Design Architectural Diagrams 1: Construction and Design Manual Victorian Gothic House Style: An Architectural and Interior Design Source Book Art Deco House Style: An Architectural and Interior Design Source Book (House style series) Architectural Design Coloring Book Sustainable Architectural Design: An Overview Sun, Wind & Light: Architectural Design Strategies, 2nd Edition Carbon-Neutral Architectural Design Processes of Creating Space: An Architectural Design Workbook The Study of Architectural Design Best Magazine Design Spd Annual: 29th Publication Design (Society of Publication Designers' Publication Design Annual) (v. 29) Graphis Product Design 2: An International Selection of the Best in Product Design (Graphis Products By Design) (v. 2) Passover by Design: Picture-perfect Kosher by Design recipes for the holiday (Kosher by Design) Interior Design: A True Beginners Guide to Decorating On a Budget (interior design, decorating your home, home decorating, diy projects, home organization, living room, design)

[Dmca](#)