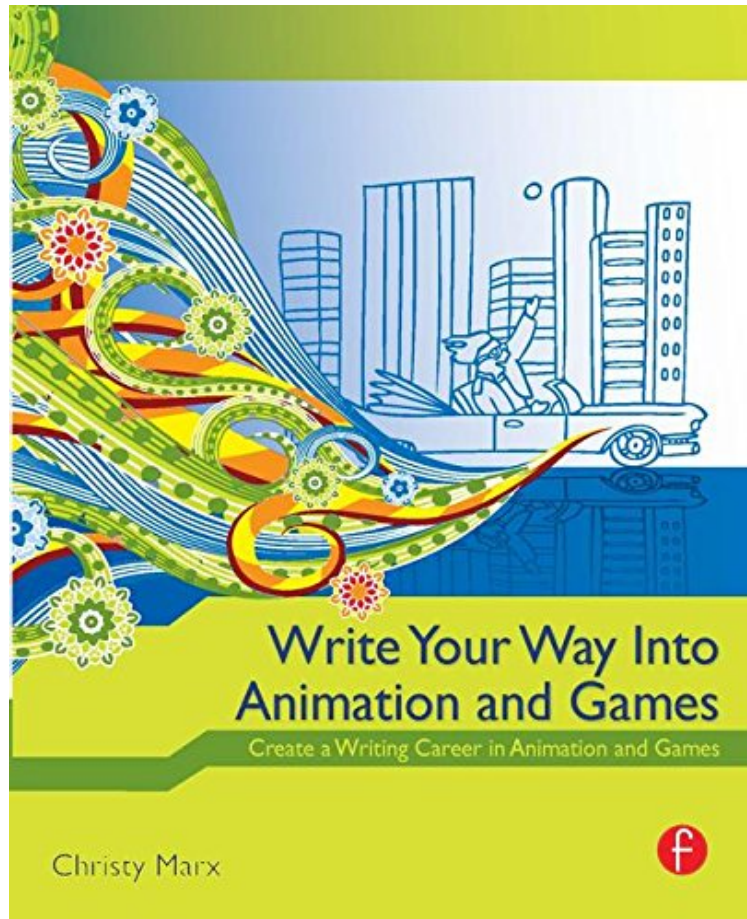


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Write Your Way into Animation and Games: Create a Writing Career in Animation and Games

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From Focal Press : Write Your Way into Animation and Games: Create a Writing Career in Animation and Games before purchasing it in order to gage whether or not it would be worth my time, and all praised Write Your Way into Animation and Games: Create a Writing Career in Animation and Games:

2 of 2 people found the following review helpful. A great primer for a less known part of the writing worldBy WriteHeroicsHaving written a few 1st drafts of novels, many short-stories poetry, a screenplay and having read hundreds of books on these types of writing; I was definitely curious when I came across this book.The book starts off reading like a primer in movie/tv script writing. The difference is many of the books on scriptwriting advise the writer to only provide the dialogue and description. Action will be as simple as "a car chase ensues". It's up to the direct to figure out what happens during the car chase and the camera shots for everything else.In this book, you're giving the animator instructions on close up on a character or a different angle on another scene and you're providing the details

on the action. This kind of writing takes the creative aspect of just writing to the next level by allowing the writer to direct too. I like it! We even get a primer on the specifics of writing a comic scene and all the different things that make fans of animation laugh. I appreciate how at the end of each chapter the author gives us 10+ exercises as a great way to reinforce the previous chapter information and provide some direction for practicing writing. Before heading in to the gaming world, the author spends some time explaining the Animation business and how to break into it with your writing projects. As this would be different than trying to publish a novel with a traditional publisher, this was a very helpful section. I've worked for several software companies, and I appreciated the fact that the author calls out that there isn't just a single writer hired to do the writing. In many cases it's the game designer who does the writing, some coding, artwork, and a myriad of other tasks. Thus, writing for games takes a greater skill set as you need to be able to lead a project...which writing is one small part. Can a person just do the writing portion of a game? Yes. But whether a coder vs. project manager vs. QA vs. release management...there are many aspects that go into game design and delivery. Realistically even the specialists are used across different departments and so writers shouldn't be surprised if they need skills in other areas of game development. Animation is fairly linear, whereas certain games (i.e. RPG's) are non-linear. Thus the author points out through examples how writing for games is less straightforward as you are dealing with endless if/then scenarios and branching off quest lines. NOTE: At this point many of us would get discouraged at the immensity of work game writing is compared to all other types of writing. But, I read somewhere that the game industry does more in billions of revenue than music and sports put together. Thus, it's a lucrative field to work in. The author covers some key aspects I didn't know existed when dealing with immersing your game player into the story and making things interactive. OVERALL: This is a great primer to start thinking and working towards doing writing work in Animation and Gaming. Though the section on breaking into gaming writing was less clear or non-existent than the animation piece, it was overall a great place for anyone to start! 0 of 0 people found the following review helpful. Dry guide for potential craftspersons By Customer Written by journeymen (and -women) in the entertainment industry [*], "Write Your Way into Animation and Games" reflects an orientation to animation/games writing that has a lot more to do with craftsmanship than with creativity. The ability to turn out a consistent, high quality product is what gets the bills paid, and that's where the authors put their emphasis. It's not a very inspiring approach, but if you're already committed to a future in animation/games writing, that shouldn't matter. The book's organization is straightforward. It is divided in two parts; the first third of the book concerns animation, and the second two-thirds focus on the much-more-complex world of computer games. Each part has a brief introduction a handful of major sections: * "The First Things You Need to Know" - terminology, scripting (for animation), writing tools (for games) * "Interactive Narrative" - writing scripts and proposals (for games only) * "Widening Your Perspective" - possibilities you might not have considered * "Opening the Doors" - how to get into the biz Each section has 2-3 chapters, so that, e.g., "Opening the Doors" in the animation part of the book includes "The Pitch," "Breaking and Entering," and "Agents, Networking, and Finding Work." The writing is clear, but not very colorful. There are a fair number of examples, but there is more telling than showing. There are personal anecdotes, but not very many. Bottom line: If you're looking for a friendly, breezy "X for Dummies" how-to manual, "Write Your Way Into Animation and Games" is not for you. This is a serious book directed at serious people. Dry and practical, the book will likely prove useful to focused people who know they want to write for animation or games but need technical information and insider tips. Dilettantes and those who need hand-holding and firing-up need not apply. [*] Christy Marx edited the book and wrote a number of chapters, but most of the chapters were written by other Focal Press authors. 1 of 1 people found the following review helpful. Really good novice writers guide, no so great "your way into" guide By Michael Demeritt If you are seeking a book on the core mechanics and thought process behind writing for animation and games, this is an outstanding textbook. Many reviews already written in this forum attest to the contribution the book makes in teaching core skills, methodology, and development of the writer-in-your-head to one in actual practice. However, it falls short in the main area the title suggests, how do you get your material "IN"? If you already are a writer, trained in the core mechanics, and have a great concept you are trying to get beyond the doors of a producer, it offers little useful information. A more accurate title, "Writing for Animation and Games" would have made this an easy five star product. But the book will do little to help you "create a writing career in animation and games".

Launch your career in writing for video games or animation with the best tips, tricks, and tutorials from the Focal press catalog--all at your fingertips. Let our award-winning writers and game developers show you how to generate ideas and create compelling storylines, concepts, and narratives for your next project. Write Your Way Into Animation and Games provides invaluable information on getting into the game and animation industries. You will benefit from decades of insider experience about the fields of animation and games, with an emphasis on what you really need to know to start working as a writer. Navigate the business aspects, gain unique skills, and develop the craft of writing specifically for animation and games. Learn from the cream of the crop who have shared their knowledge and experience in these key Focal Press guides: Digital Storytelling, Second Edition by Carolyn Handler Miller Animation Writing and Development by Jean Ann Wright Writing for Animation, Comics, and Games by Christy Marx Story and Simulations for Serious Games by Nick Iuppa and Terry Borst Writing for Multimedia and the Web, Third Edition by

