

# Assigned Textbooks for Fall 2007 Courses

SGD111

## [Game Development Essentials, An Introduction](#)



First Edition

**Author:** Jeannie Novak

**ISBN #:** 1401862713

©2005 Publish Date: 09/09/2004

**Binding:** Softcover

**Pages:** 320

**Publisher:** Thomson Delmar Learning

## The Game Maker's Apprentice



**Release Date:** June 2006

**Paperback:** 300 pages

**Publisher:** APress

**Language:** English

**ISBN:** 1590596153

SGD112

**Fundamentals of Game Design**



**Ernest Adams**

**Andrew Rollings**

Publisher: Prentice Hall

Copyright: 2007

Format: Paper; 600 pp

ISBN-10: 0131687476

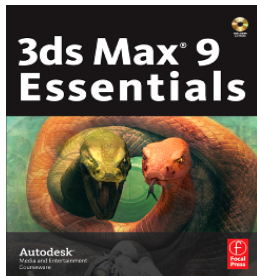
ISBN-13: 9780131687479

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SGD113

**No textbook assigned**

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SGD114



**3ds Max 9 Essentials**

ISBN: 978-0-240-80908-3

ISBN10: 0-240-80908-4

**Publisher:** Focal Press

**SGD122**

**No textbook assigned**

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**SGD123**

**No textbook assigned**

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**SGD124**

**No textbook assigned**

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**SGD125**

**AI Game Engine Programming**



By Brian Schwab  
ISBN: 1-58450-344-0  
September 2004 (594 pages)

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SGD126

## Ultimate 3D Game Engine Design & Architecture



Author: Allen Sherrod  
Edition: 001  
Product Type: Books  
ISBN 13: 9781584504733  
ISBN 10: 1584504730  
Copyright: 2007

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SGD162

## Game Character Animation All in One



Les Pardew  
ISBN 13: 978-1-59863-064-0 © 2007  
ISBN 10: 1-59863-064-4  
Publish date: October 27, 2006

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SGD164

## Creating Music and Sound



G. W. Childs

ISBN 13: 978-1-59863-301-6 © 2007

ISBN 10: 1-59863-301-5

Publish date: October 18, 2006

## Exploring Digital Video



**Author:** [Lisa Rysinger](#)

**Edition:** 002

**Product Type:** Books

**ISBN 13:** 9781418042066

**ISBN 10:** 1418042064

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SGD165

## Character Development and Storytelling for Games



Author: Lee Sheldon  
ISBN: 1-59200-353-2

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SGD171

## Macromedia Flash Professional 8 Game Development



Author: [Glen Rhodes](#)  
Edition: 002  
Product Type: Books  
ISBN: 1584504870  
Copyright: 2007

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SGD174

## Creating Music and Sound



Game Level Design  
Author: Ed Byrne  
ISBN: 1-58450-369-6

## Mastering Unreal Technology: The Art of Level Design



- By [Jason Busby](#), [Zak Parrish](#), [Joel VanEenwyk](#).
- Published by [Sams](#).
- ISBN: 0672326922

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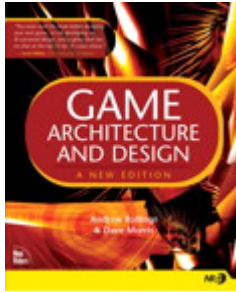
SGD193

No textbook

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SGD212

## Game Architecture and Design: A New Edition



**Andrew Rollings and Dave Morris**

**Publisher:** New Riders

**ISBN:** 10: 0735713634

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SGD213

## Professional XNA Game Programming: For Xbox 360 and Windows



by Benjamin Nitschke

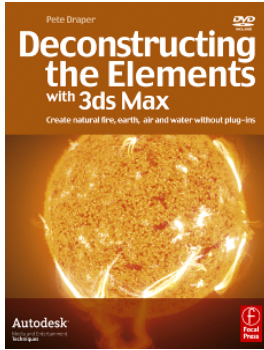
ISBN: 978-0-470-12677-6

April 2007

**Publisher:** Wrox/Wiley

SGD214

## Deconstructing the Elements with 3ds Max



ISBN: 978-0-240-52019-3

ISBN10: 0-240-52019-X

Publisher: Focal Press

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SGD285

No textbook assigned

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SGD289

No textbook assigned

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