

# Game Development Essentials: Video Game Art By Todd Gantzler

**By Todd Gantzler**

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Video Game Design: The Essentials; FEATURES. Video Game Design: The Future of Video Game Design. Video game design is growing into new fields everyday.  
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Todd Gantzler is a writer, educator, and game character animation and game design. Todd has taught and developed curricula for game development programs at  
<http://www.zoominfo.com/p/Todd-Gantzler/74179364>

Todd Gantzler is the author of Game Development Essentials (4.40 avg rating, 5 ratings, 0 reviews, published 2004)  
[http://www.goodreads.com/author/show/222689.Todd\\_Gantzler](http://www.goodreads.com/author/show/222689.Todd_Gantzler)

The premiere title in the Game Development Essentials series explores the art of bringing a game designer's concepts to life. A strong foundation in game artistry is  
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Game development essentials : video game art. Video game art: Responsibility: Todd Gantzer. More information: Table of contents; Contributor biographical

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3ds max. ed2go Classes CTP. Todd Gantzer is a writer, educator, and game artist. Game Development Essentials: Video Game Art,

<http://www.ed2go.com/career/training-programs/3ds-max-instructor>

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Todd Gantzer has put together a very comprehensive book for video game art with 3d Studio Max. He covers from the top to the bottom of creating scenes.

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FIND video game art books, Game Development Essentials: Game Audio Development: 1st Edition Todd Gantzer; List Price \$113.95.

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