(Download) The Making of Doom(r) III: The Official Guide

The Making of Doom(r) III: The Official Guide

Steven L. Kent
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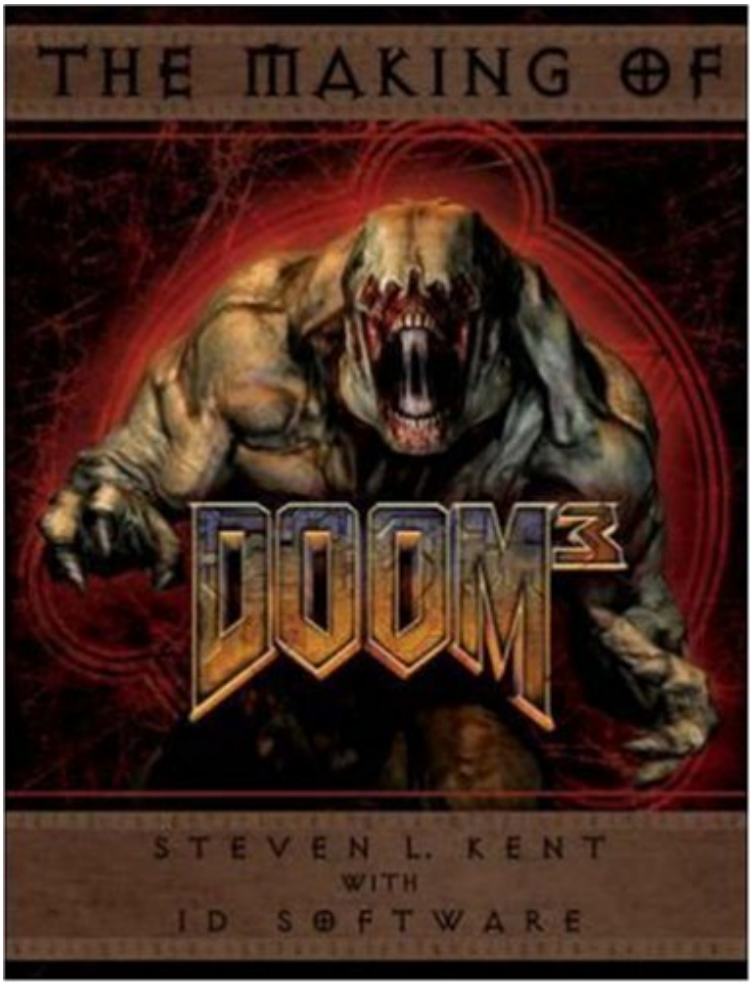

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Meet the Creators of DOOM 3! Walk through the doors of id Software and meet the close-knit group of extraordinary designers behind the computer game that is being hailed as possibly the greatest ever made. Through exclusive interviews, behind-the-scenes photos, and never-before-seen game art, you will discover what it takes to pull off an achievement of this magnitude. From initial conception to completed game comprised a four-year journey filled with hard work, setbacks, breakthroughs, and ultimate success. The team at id describe in their own words the inspirations and ideas behind the making of DOOM 3.

From Publishers WeeklyDOOM 3 fans and would-be video game designers will drool all over this picture-packed, behind-the-scenes look at the legendary game. Reporter Kent (The Ultimate History of Video Games, etc.) has interviewed every one of DOOM 3s 22 developers about its creation; and the result is a vivid account of the decisions, reversals and advances that took place during the games four-year development. Kents long interviews with ids programmer, technical director and co-owner John Carmack will be of special interest to game designersand the two-page "lexicon" that follows it will help make it intelligible to lay people. The volume is really a fans book: big business fall outs are summarized with bland lines and nobody says anything that might make id look like less than a heavenly place to work. But who cares? With its sidebars on movie animation vs. game animation and its detailed descriptions of how each character was developed, this book is sure to satisfy its target readership.Copyright Reed Business Information, a division of Reed Elsevier Inc. All rights reserved.From the Back CoverMeet the Creators of DOOM 3! Walk through the doors of id Software and meet the close-knit group of extraordinary designers behind the computer game that is being hailed as possibly the greatest ever made. Through exclusive interviews, behind-the-scenes photos, and never-before-seen game art, you will discover what it takes to pull off an achievement of this magnitude. From initial conception to completed game comprised a four-year journey filled with hard work, setbacks, breakthroughs, and ultimate success. The team at id describe in their own words the inspirations and ideas behind the making of DOOM 3. Inside you'll find: Story of DOOM--This fictionalized re-creation of the story line is not just a walkthrough of the existing game. It includes deleted scenes that never made it to the final cut, along with commentary by lead designer Tim Willits. Locations of DOOM--Take a tour of the environments of the angry red planet, including Mars City, the underground caverns that house the remains of an ancient civilization, and the depths of Hell itself. Denizens of DOOM--Get up close and personal with the scariest monsters this side of your worst nightmare...and the guys who made them. Weapons of DOOM--Take inventory of the items in your arsenal and learn about the remarkable advances that went into making them. Engines of DOOMLegendary programmer John Carmack provides insights into the challenges that intrigue him, while other members of the team discuss everything from sound to artificial intelligence. Steven L. Kent is the author of numerous books, including The Ultimate History of Video Games; and he is a veteran reporter covering games for such media outlets and publications as MSNBC, Chicago Tribune, Delta Sky, USA Today, and Japan Times. He wrote the entries on video games for Encarta and Encyclopedia Americana, as well as the entries on interactive gaming for two encyclopedias and American Heritage. He has been interviewed on the CBS Morning Show, The Today Show, and CNN, and he has made multiple appearances on National Public Radio.About the AuthorSteven L. Kent, a lifelong gamer since the debut of Pong, writes weekly columns about electronic entertainment for the Los Angeles Times syndicate, MSNBC, and the Japan Times.