

## Blood Sweat And Pixels The Triumphant Turbulent Stories Behind How Video Games Are Made

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Overview - Jason Schreier's Blood, Sweat and Pixels is a fascinating look at how videogames are made from a production standpoint. Taking ten games, ranging from indie-darlings to the most high-profile games made in the last decade, he investigates the production process to determine what does it take to make a hit game.

### **Amazon.com: Blood, Sweat, and Pixels: The Triumphant ...**

Blood, Sweat, and Pixels is a celebration of crunch time, and of all the pieces that have to come together to make a video game work. Video games are as complex an entertainment medium as we have, yet making them is a process beset by managerial chaos, incredibly bad tools (and I thought SQL Management Studio was a drag), and long long hours.

### **Blood, Sweat, and Pixels: The Triumphant, Turbulent ...**

Blood, Sweat, and Pixels is a journey through development hell—and ultimately a tribute to the dedicated diehards and unsung heroes who scale mountains of obstacles in their quests to create the best games imaginable.--This text refers to the paperback edition.

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Documenting the round-the-clock crunches, buggy-eyed burnout, and last-minute saves, Blood, Sweat, and Pixels is a journey through development hell—and ultimately a tribute to the dedicated diehards and unsung heroes who scale mountains of obstacles in their quests to create the best games imaginable.

### **Blood, Sweat, and Pixels - HarperCollins**

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### **Amazon.com: Blood, Sweat, and Pixels: The Triumphant ...**

Blood, sweat and pixels ... it turns out that computer games are incredibly difficult to make. This is not fun, but crazy work. And that’s why: Almost all games are interactive. The developer needs to think over a million actions that the user can perform in the game. This is a titanic work.

### **Blood, sweat and pixels • Teintasarim**

In Blood, Sweat, and Pixels, Jason Schreier takes listeners on a fascinating odyssey behind the scenes of video game development, where the creator may be a team of 600 overworked underdogs or a solitary geek genius. Exploring the artistic challenges, technical impossibilities, ...

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Blood, Sweat and Pixels is an entire book of these sort of fact-finding missions. Ten chapters, ten stories of ten games. There are massive AAA titles like Uncharted 4, The Witcher 3 and Dragon...

### **'Blood, Sweat, And Pixels' Book Review: The Brutality And ...**

Blood, Sweat, and Pixels Quotes Showing 1-19 of 19 “One surefire way to annoy a game developer is to ask, in response to discovering his or her chosen career path, what it’s like to spend all day playing video games.” — Jason Schreier, Blood, Sweat, and Pixels: The Triumphant, Turbulent Stories Behind How Video Games Are Made 7 likes

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