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# Cinematic Game Secrets for Creative Directors and Producers: Inspired Techniques From Industry Legends

*Rich Newman*

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**Cinematic Game Secrets for Creative Directors and Producers: Inspired Techniques From Industry Legends** Rich Newman
Cinematography for Games covers the space between the game and film industries by pointing out the most relevant cinematic techniques in today's hottest games, and including interviews with the game industry's greatest luminaries (including Will Wright: Sims legend, Harvey Smith, legendary game Deus Ex, Warren Spector creator of one of the original game companies, Origin).

The convergence of games and film is a widely discussed and debated topic in the game industry. Many major publishers, along with some high-profile directors (John Woo, James Cameron, Steven Spielberg, Tony Scott) are exploring the middle ground between the industries. This book introduces game producers and directors to the tried and true techniques cinematographers have relied on for years.

Game developers learn how to create compelling video games by: developing quality stories and characters; visualizing scenes within the game through the eyes of a cinematographer; using tried and true film industry methods for casting, voice-over, direction, and production.

The book will also feature screen shots from some of today's hottest titles that illustrate key cinematic concepts, as well as advice from successful game industry professionals already using these techniques.

--Author, Rich Newman has worked in the film industry(Texas Chainsaw Massacre, The Alamo) and video game industry (Midway Games) for over five years and knows how to make the most of the convergence of technologies.

--With advice from some of the biggest names in the game world: ***Richard Rouse III***, Director of Game Design, Midway Games , ***Warren Spector*** creator of one of the original game companies, Origin, and ***Noah Falstein***, columnist, Game Developer magazine.

--With examples from today's hottest game titles (courtesy of GamingTrend) to illustrate film techniques used in games, like the use of narrow focus in cinematography, or over-the-shoulder viewpoint style of viewpoint that makes the game have a documentary -like quality.

--Interviews, case studies, and helpful glossary of terms all included.

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