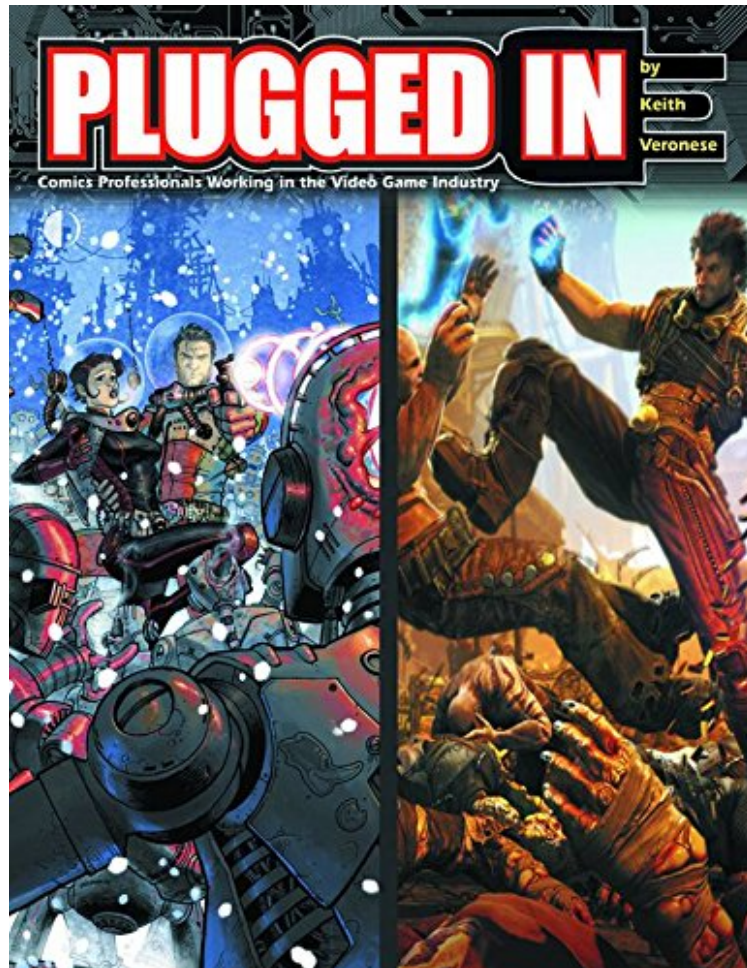


[Download ebook] Plugged In! Comics Professionals Working in the Video Game Industry

Plugged In! Comics Professionals Working in the Video Game Industry

Keith Veronese

ePub | *DOC | audiobook | ebooks | Download PDF



[Download](#)

[Read Online](#)

#5171428 in Books 2013-04-23Original language:EnglishPDF # 1 10.90 x .30 x 8.401, .70 #File Name: 1605490474128 pages | File size: 30.Mb

Keith Veronese : Plugged In! Comics Professionals Working in the Video Game Industry before purchasing it in order to gage whether or not it would be worth my time, and all praised Plugged In! Comics Professionals Working in the Video Game Industry:

1 of 1 people found the following review helpful. Very cool book about guys you probably dont knowBy G.K. ThompsonI enjoyed the book. Lots of cool interviews. Keith Veronese is a talented interviewer and writer.The artwork and graphics were the highlight of the book for me. Waiting for the next Veronese offering!2 of 2 people found the following review helpful. Loved this bookBy Reginald TerryReally great series of interviews that show a different side of guys who have worked in comic books. Loved the old school Atari talk with Roy Thomas and Gerry Conway.

PLUGGED IN! documents the experiences of comic book professionals that work in the Video Game industry, offering invaluable tips for those thinking of venturing into the field, or anyone with a fascination for the inner workings of both comics and gaming. It features Superman scribe Elliot S! Maggin candidly talking about the early days at Atari, along with Jimmy Palmiotti (Ash, Jonah Hex), Chris Bachalo (Death: the High Cost of Living, Uncanny X-Men), Mike Deodato (Wonder Woman, Amazing Spider-Man), and Rick Remender (Fear Agent, X-Force), all giving firsthand accounts of working on current generation video game hits like Dead Space, Prototype, Army of Two: 40th Day, Bulletstorm, and DC Universe Online! In addition to current comics professionals, author Keith Veronese conducts first-person conversations with artists and writers who made the leap to working in video games full-time, including an in-depth interview with Trent Kaniuga (CreeD) about his career at Blizzard Entertainment, working as one of the architects of the long awaited Diablo III! So whether you're a noob or experienced gamer or comics fan, be sure to get Plugged In!