

How to Use this E.Resource

Welcome to the e.Resource for *Game Development Essentials: Video Game Art*. This e.Resource is designed to supplement the text and provide you with teaching tools to make your preparation time shorter and enrich your classroom.

The following elements are included to aid in your instruction:

- **Course Syllabi and Projects**
In this section, you will find all the tools needed to successfully integrate this text into your course. Course syllabi for 8-, 11-, and 15-week course lengths are provided. Detailed information for the two projects referenced on the syllabi is also included.
- **PowerPoint Lecture Slides**
The slides present an overview and the highlights of each chapter. These can be used in the classroom or by you to formulate course notes.
- **Chapter Questions and Answers**
The answers to the review questions at the end of each chapter are included.
- **Image Gallery**
The Image Gallery contains images from the book that can be used on tests and quizzes, for transparencies, and for forming additional PowerPoint slides.

We hope that you find this resource helpful. We strive to make the book and this resource as useful and effective as possible. Therefore, we welcome suggestions, comments, and updates. If you have suggestions that you think others would benefit from, please let us know and we will try to include them in the next revision.

To send us your suggestions, please contact the publisher at:

Delmar Learning
Executive Woods
5 Maxwell Drive
Clifton Park, NY 12065
Attn: Graphic Communications Team
800-998-7498