



## Plugged In! Comics Professionals Working in the Video Game Industry (Paperback)

By Keith Veronese

TwoMorrows Publishing, United States, 2013. Paperback. Condition: New. Language: English . Brand New Book. 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!.



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### Reviews

*Simply no phrases to spell out. It is probably the most remarkable pdf i have got read through. I am delighted to inform you that this is actually the greatest publication i have got read within my very own existence and can be he very best book for actually.*

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*This published publication is wonderful. Of course, it is actually engage in, still an interesting and amazing literature. It is extremely difficult to leave it before concluding, once you begin to read the book.*

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