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By Ben Carter

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<http://www.openisbn.com/isbn/1584503424/>

Game Programming and Design Textbooks. The Game Asset Pipeline, 1st Edition; Ben Carter; Character Development and Storytelling for Games,

<http://www.learningace.com/textbooks/t200058769-game-programming-and-design>

Rob Carter, Ben Day, Book Condition: New. Ben Carter (illustrator). 198 x 185 mm. Language: The Game Asset Pipeline (Game Development Series) Carter, Ben.

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http://www.gamasutra.com/view/feature/130616/book_excerpt_the_game_asset_.php?print=1

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<http://www.game-developers.org/?p=20>

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<http://digitaltutors.com/tutorial/1635-Game-Asset-Production-Pipeline-in-Unreal-Engine>

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Carter, Ben, 1979-Game asset pipeline. Hingham, Mass. : Charles River Media, 2004
(DLC) 2004014970: Material Type: # Video games--Design schema:
<http://www.worldcat.org/title/game-asset-pipeline/oclc/70773765>

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Concept Development for Games Design | Ben Davis Wednesday, 11 March 2009.
Alternative game concept. Ben Carter, in his book 'The Game Asset Pipeline', (p. 2)
<http://conceptdevelopmentbendavis.blogspot.com/>

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