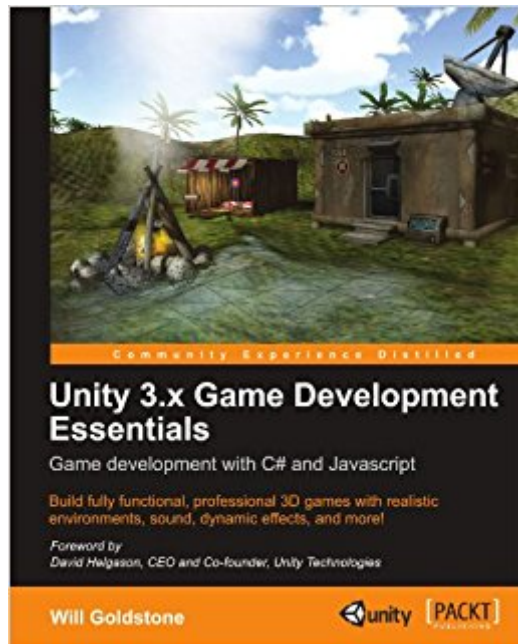


The book was found

Unity 3.x Game Development Essentials



Synopsis

This book follows an informal, demystifying approach to the world of game development with the Unity game engine. With no prior knowledge of game development or 3D required, you will learn from scratch, taking each concept at a time working up to a full 3D mini-game. You'll learn scripting with C# or JavaScript and master the Unity development environment with easy-to-follow stepwise tasks. If you're a designer or animator who wishes to take their first steps into game development or prototyping, or if you've simply spent many hours sitting in front of video games, with ideas bubbling away in the back of your mind, Unity and this book should be your starting point. No prior knowledge of game production is required, inviting you to simply bring with you a passion for making great games.

Book Information

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Customer Reviews

After completing the entire book and going through the exercises I can safely say this book delivers on its promise: you will have a working game and get the basic concepts behind its construction from using the unity engine. Now before you buy this book realize what it is NOT:-It is not a C# or Java language book (there are many books on those)-It is not about game design-It is not about about modelling, texturing, or animating-It is not a book on programming (like teaching object oriented coding) What is this book?-An introduction to the core features of unity (GUI, textures, assets, prefabs, particle systems, lighting, very basic animation, menus, terrain editor)-An introduction to basic coding (and an introduction to some concepts of object oriented coding)-An

introduction to scripting using C# & Java-A detailed step by step break down of how to make a basic adventure game on an island-A book which gives you pre-made assets (sounds, textures, models, materials) and shows you how to work with them to create a game This book breaks down step by step (from importing models and using textures to writing and tweaking scripts) how to create a world using the unity terrain editor and asset importer. It then walks you through how to make the player interact with objects, and create effects and triggers, detect collisions, call animations, and provide player feedback. Coding can be intimidating but this book really keeps it simple (with few exceptions) as it explains every thing you're doing as you do it. I found it very easy to follow along with the book and my builds would come out just fine each time (and if it didn't the errors were almost always spelling mistakes).

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