

Holistic Game Development with Unity: An All-in-One Guide to Implementing Game Mechanics, Art, Design and Programming

By Penny de Byl

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Master game design and digital art principles simultaneously with this all-in-one guide to creating games in the cutting-edge game engine *Unity* 5. Bursting with images and tutorials, Penny de Byl's **Holistic Game Development with Unity** will help the reader gain the multidisciplinary skills needed to succeed in the independent game industry. **Holistic Game Development** includes new coverage on Augmented Reality, Networking and Virtual Reality such as the Oculus Rift. Supplementary material, including instructional videos, discussion forms and art assets are provided in the companion website located at www.holistic3d.com. Learn to combine the beauty of art and the functionality of programming in de Byl's second edition for Unity game development.

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Editorial Review

From the Back Cover

Master game design and digital art principles simultaneously with this all-inone guide to creating games in cutting-edge game engine Unity. You ll gain the multidisciplinary skills needed to succeed in the independent game industry using Penny de Byl's holistic method and be up and running -creating original, interactive games in no time.

" Art and programming in unison the only one-stop shop for individual developers and small teams looking to tackle both tasks.

" Proven step-by-step tutorials, show you how to design and structure an entire game in Unity with art assets.

" An introduction to essential two- and three-dimensional mathematical and physics concepts.

" A portfolio of royalty free reusable game mechanics.

" Accompanying web site, www.holistic3d.com, features project source code, instructional videos, art assets, author blog, and discussion forums. Challenge questions and lesson plans available online for an enhanced learning experience.

About the Author

Penny de Byl is a professor of games and multimedia at Bond University in Australia. An award-winning teacher, Penny has taught computer science, computer graphics and game development at top-ranked universities for nearly 20 years. She is the author of three books on designing and developing artificial intelligence and games including the acclaimed **Holistic Game Development with Unity** and winner of the 2011 Unity Technologies’ Unity Mobile Generation Great Education Giveaway.

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