

Game Development with Unity

By Michelle Menard

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GAME DEVELOPMENT WITH UNITY shows you how to use the Unity game engine, a multiplatform engine and editor in one, to build games that can be played on just about any platform available, from the web to the Wii and even on smartphones. Unity's simple interface, friendly development environment, and wide-ranging support of all popular gaming platforms make it perfect for new developers or those looking to create games with an easy, efficient, and inexpensive game engine. Throughout the book you'll learn all the important interface commands, how to set up and organize your project, and all the basics of getting a 3D game up and running, from character importation to scripting to audio. Basic game and level design theory are taught in tandem with specific skills so you can build your game development skill set. The book is divided into five parts, with each chapter within a part covering a single concept, and new concepts are taught using step-by-step tutorials and questions, as well as through a comprehensive game project built throughout the book. GAME DEVELOPMENT WITH UNITY covers everything from building game assets, to adding interactivity, to polishing your finished game and publishing it, and provides you with all the information you need to create your own games using Unity.

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Editorial Review

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Features

- Covers all the key features of the Unity game engine and editor.
- New skills and concepts are taught using step-by-step tutorials, questions, and projects.
- The accompanying CD-ROM includes all the game assets, HTML resource files, the finished game built throughout the book, and any additional resources needed to complete the exercises in the book.

Review
PART I: AN INTRODUCTION TO UNITY AND DESIGN. 1. Preface. 2. Introduction. 3. Basic Overview of the Unity Engine. 4. Designing Concepts. PART II: BUILDING THE GAME ASSETS. 5. Environments - Setting the Stage. 6. Characters. 7. Props. PART III: ADDING INTERACTIVITY. 8. Instances and Prefabs. 9. Custom Interactions (Scripting) and Input. 10. Physics and Animations. 11. GUI. PART IV: POLISH AND FINISHING TOUCHES. 12. Lights and Shadows. 13. Cameras and other controllers. 14. Particle Systems. 15. Sound and Music. PART V: PUBLISHING AND DISTRIBUTING BUILDS. 16. Making Builds 17. Basic UNITY debugging and Optimization 18. Publishing and Distribution Techniques Appendix.

About the Author
Michelle Menard is a freelance writer and game producer. After receiving a double bachelor of arts in Applied Mathematics and Music from Brown University, she decided to jump into the games industry by getting a master's of fine arts in Game Design from the Savannah College of Art and Design. She authored the first edition of Game Development with Unity in 2011.

Users Review

From reader reviews:

Jamie Lundquist:

This Game Development with Unity book is simply not ordinary book, you have after that it the world is in your hands. The benefit you obtain by reading this book is actually information inside this reserve incredible fresh, you will get info which is getting deeper a person read a lot of information you will get. This kind of Game Development with Unity without we understand teach the one who reading it become critical in contemplating and analyzing. Don't always be worry Game Development with Unity can bring if you are and not make your tote space or bookshelves' turn out to be full because you can have it with your lovely laptop even cellphone. This Game Development with Unity having excellent arrangement in word as well as layout, so you will not truly feel uninterested in reading.

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