



Mastering Unity 2017 Game Development with C# - (Paperback)

By Alan Thorn

Packt Publishing Limited, United Kingdom, 2017. Paperback. Condition: New. 2nd Revised edition. Language: English. Brand new Book. Master realistic animations and graphics, particle systems, game AI and physics, sprites and VR development with Unity 2017. About This Book* Create professional grade games with realistic animation and graphics, particle systems and game physics with Unity 2017* Unleash the power of C# scripting to create intelligent game AI and professional grade game workflows.* Create immersive VR games using the latest Unity 2017 VR SDK. Who This Book Is For If you are a Unity developer who now wants to develop and deploy interesting games by leveraging the new features of Unity 2017, then this is the book for you. Basic knowledge of C# programming is assumed. What You Will Learn* Explore hands-on tasks and real-world scenarios to make a Unity horror adventure game* Create enemy characters that act intelligently and make reasoned decisions* Use data files to save and restore game data in a way that is platform-agnostic* Get started with VR development* Use navigation meshes, occlusion culling, and Profiler tools* Work confidently with GameObjects, rotations, and transformations* Understand specific gameplay features such as AI enemies, inventory systems, and level design. In Detail Do you want to...



READ ONLINE
[2.11 MB]

Reviews

An exceptional pdf and the typeface utilized was fascinating to read through. It can be written in straightforward words and phrases instead of confusing. I am just quickly could possibly get a delight of looking at a written ebook.

-- Prof. Arlie Bogan

It is a single of the best book. This is for those who state there had not been a well worth reading through. Once you begin to read the book, it is extremely difficult to leave it before concluding.

-- Dr. Barney Robel Jr.