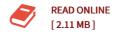




Mastering Unity 2017 Game Development with C# - (Paperback)

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 Al and physics, sprites and VR development with Unity 2017About 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 Al and professional grade game workflows.* Create immersive VR games using the latest Unity 2017 VR SDK. Who This Book Is Forlf 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 platformagnostic* 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 Al enemies, inventory systems, and level designIn DetailDo you want to...



Reviews

An exceptional pdf and the typeface utilized was fascinating to read through. It can be writter 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 in a single of the best book. This is for those who statte 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.