



Unity 5.x Shaders and Effects Cookbook

By Alan Zuconi, Kenneth Lammers

Packt Publishing Limited, United Kingdom, 2016. Paperback. Book Condition: New. 235 x 190 mm. Language: English . Brand New Book ***** Print on Demand *****.Master the art of Shader programming to bring life to your Unity projects About This Book * This book will help you master the technique of physically based shading in Unity 5 to add realism to your game quickly through precise recipes * From an eminent author, this book offers you the fine technicalities of professional post-processing effects for stunning results * This book will help you master Shader programming through easy-to-follow examples to create stunning visual effects that can be used in 3D games and high quality graphics. Who This Book Is For Unity Effects and Shader Cookbook is written for developers who want to create their first Shaders in Unity 5 or wish to take their game to a whole new level by adding professional post-processing effects. A solid understanding of Unity is required. What You Will Learn * Understand physically based rendering to fit the aesthetic of your game * Enter the world of post-processing effects to make your game look visually stunning * Add life to your materials, complementing Shader programming with...



READ ONLINE

[1.5 MB]

Reviews

An exceptional publication as well as the font applied was intriguing to learn. It usually does not charge an excessive amount of. Its been designed in an exceedingly basic way and it is just after i finished reading through this book through which in fact altered me, modify the way in my opinion.

-- **Haylee Hackett**

It in a of the best ebook. It generally is not going to expense excessive. It is extremely difficult to leave it before concluding, once you begin to read the book.

-- **Ara Williamson**