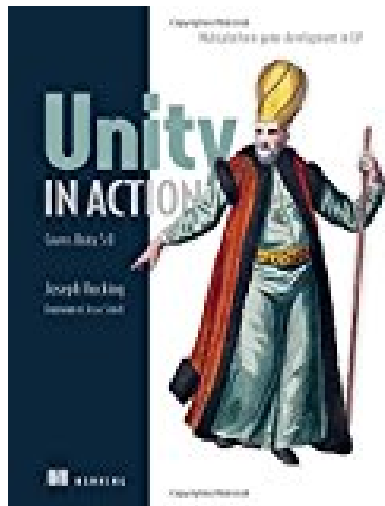


Unity in Action Multiplatform Game Development in C with Unity 5



BOOK DETAILS

- Author : Joe Hocking
- Pages : 352 Pages
- Publisher : Manning Publications
- Language : English
- ISBN : 161729232X

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BOOK SYNOPSIS

A lot goes into publishing a successful game: amazing artwork, advanced programming techniques, creative story and gameplay, and highly-collaborative teamwork—not to mention flawless rendering and smooth performance on platforms ranging from game consoles to mobile phones. The Unity game development platform combines a powerful rendering engine with the professional code and art workflow tools needed to bring games to life. Unity in Action focuses on the programming part of game development (as opposed to art or design) and teaches readers to create projects in multiple game genres. Building on existing programming experience, readers will work through examples using the Unity toolset, adding the skills needed to go from application coder to game developer. They will leave the book with a well-rounded understanding of how to create graphically driven 2D and 3D applications. Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications.

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