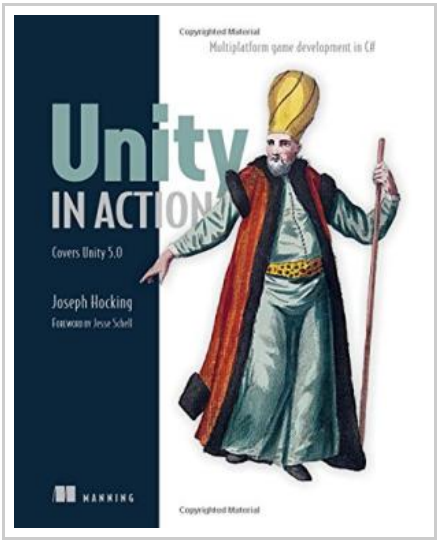


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Unity in Action (Paperback)

By Joesph Hocking

Manning Publications, United States, 2015. Paperback. Book Condition: New. 234 x 185 mm. Language: English . Brand New Book. DESCRIPTION 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. Key Features Covers Unity s new 2D game features Simplifies 3D game development Make games for Windows, Mac, iOS, Android, and more AUDIENCE Examples are presented in C# and should be clear to readers familiar with any OOP language. No previous experience with Unity or game development is...

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