Beginning 3D Game Development with Unity: All-in-one, multi-platform game development
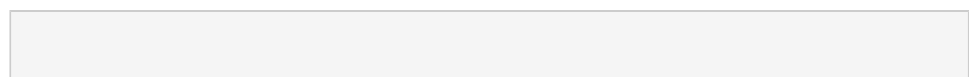
By Sue Blackman

Beginning 3D Game Development with Unity: All-in-one, multi-platform game development By Sue Blackman

Beginning 3D Game Development with Unity is perfect for those who would like to come to grips with programming Unity. You may be an artist who has learned 3D tools such as 3ds Max, Maya, or Cinema 4D, or you may come from 2D tools such as Photoshop and Illustrator. On the other hand, you may just want to familiarize yourself with programming games and the latest ideas in game production.

This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the basic scripting skills you'll need with Unity. It goes on to show how you, as an independent game artist, can create casual interactive adventure games in the style of Telltale's Tales of Monkey Island, while also giving you a firm foundation in game logic and design.

- The first part of the book explains the logic involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand.
- In the second part, you'll build the foundations of a point-and-click style first-person adventure game?including reusable state management scripts, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and mini-map.
- With the help of the provided 2D and 3D content, you'll learn to evaluate and deal with challenges in bite-sized pieces as the project progresses, gaining valuable problem-solving skills in interactive design.

By the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also have an assortment of reusable scripts and art assets with which to build future games.

Beginning 3D Game Development with Unity: All-in-one, multi-platform game development

By Sue Blackman

Beginning 3D Game Development with Unity: All-in-one, multi-platform game development By Sue Blackman

Beginning 3D Game Development with Unity is perfect for those who would like to come to grips with programming Unity. You may be an artist who has learned 3D tools such as 3ds Max, Maya, or Cinema 4D, or you may come from 2D tools such as Photoshop and Illustrator. On the other hand, you may just want to familiarize yourself with programming games and the latest ideas in game production.

This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the basic scripting skills you'll need with Unity. It goes on to show how you, as an independent game artist, can create casual interactive adventure games in the style of Telltale's Tales of Monkey Island, while also giving you a firm foundation in game logic and design.

- The first part of the book explains the logic involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand.
- In the second part, you'll build the foundations of a point-and-click style first-person adventure game?including reusable state management scripts, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and mini-map.
- With the help of the provided 2D and 3D content, you'll learn to evaluate and deal with challenges in bite-sized pieces as the project progresses, gaining valuable problem-solving skills in interactive design.

By the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also have an assortment of reusable scripts and art assets with which to build future games.

Beginning 3D Game Development with Unity: All-in-one, multi-platform game development By Sue Blackman Bibliography

- Sales Rank: #1454444 in Books
- Published on: 2011-05-24
- Original language: English
- Number of items: 1
- Dimensions: 9.20" h x 2.00" w x 7.40" l, 3.72 pounds
- Binding: Paperback
- 992 pages

⬇ [**Download** Beginning 3D Game Development with Unity: All-in-o ...pdf]

Download and Read Free Online Beginning 3D Game Development with Unity: All-in-one, multi-platform game development By Sue Blackman

Editorial Review

About the Author
Sue Blackman has been an instructor in the 3D field for nearly 20 years at art schools and community colleges. She has been involved with the commercial development of real-time 3D engines for more than 10 years. In the past, she has been a contributing author for New Riders Press (Max4 Magic) and written for AMC Siggraph on serious games. She has written product training materials and instruction manuals for developing content with real-time 3D applications, used by multimedia departments in Fortune 1000 companies including Boeing, Raytheon, and Lockheed Martin, among others. In addition to writing and teaching, Sue has been the lead 3D artist on several games for Activision and its subsidiaries.

Users Review

From reader reviews:

Mary Mohammad:

Do you have favorite book? In case you have, what is your favorite's book? E-book is very important thing for us to learn everything in the world. Each reserve has different aim or perhaps goal; it means that reserve has different type. Some people truly feel enjoy to spend their a chance to read a book. They are really reading whatever they consider because their hobby will be reading a book. Why not the person who don't like studying a book? Sometime, particular person feel need book once they found difficult problem or even exercise. Well, probably you'll have this Beginning 3D Game Development with Unity: All-in-one, multi-platform game development.

Christopher Barry:

The reason? Because this Beginning 3D Game Development with Unity: All-in-one, multi-platform game development is an unordinary book that the inside of the publication waiting for you to snap the idea but latter it will zap you with the secret the idea inside. Reading this book close to it was fantastic author who have write the book in such wonderful way makes the content inside easier to understand, entertaining way but still convey the meaning fully. So , it is good for you because of not hesitating having this ever again or you going to regret it. This amazing book will give you a lot of gains than the other book possess such as help improving your talent and your critical thinking way. So , still want to postpone having that book? If I were you I will go to the reserve store hurriedly.

Fred Miller:

Playing with family within a park, coming to see the sea world or hanging out with pals is thing that usually you will have done when you have spare time, in that case why you don't try point that really opposite from that. One particular activity that make you not experience tired but still relaxing, trilling like on roller coaster you already been ride on and with addition of information. Even you love Beginning 3D Game Development with Unity: All-in-one, multi-platform game development, you are able to enjoy both. It is good combination

right, you still would like to miss it? What kind of hang type is it? Oh occur its mind hangout people. What? Still don't have it, oh come on its referred to as reading friends.

Annette Spafford:

Many people spending their period by playing outside with friends, fun activity along with family or just watching TV all day long. You can have new activity to pay your whole day by studying a book. Ugh, you think reading a book can actually hard because you have to accept the book everywhere? It all right you can have the e-book, delivering everywhere you want in your Mobile phone. Like Beginning 3D Game Development with Unity: All-in-one, multi-platform game development which is keeping the e-book version. So , try out this book? Let's find.

Download and Read Online Beginning 3D Game Development with Unity: All-in-one, multi-platform game development By Sue Blackman #RWPVL713J9M

Read Beginning 3D Game Development with Unity: All-in-one, multi-platform game development By Sue Blackman for online ebook

Beginning 3D Game Development with Unity: All-in-one, multi-platform game development By Sue Blackman Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Beginning 3D Game Development with Unity: All-in-one, multi-platform game development By Sue Blackman books to read online.

Online Beginning 3D Game Development with Unity: All-in-one, multi-platform game development By Sue Blackman ebook PDF download

Beginning 3D Game Development with Unity: All-in-one, multi-platform game development By Sue Blackman Doc

Beginning 3D Game Development with Unity: All-in-one, multi-platform game development By Sue Blackman Mobipocket

Beginning 3D Game Development with Unity: All-in-one, multi-platform game development By Sue Blackman EPub

RWPVL713J9M: Beginning 3D Game Development with Unity: All-in-one, multi-platform game development By Sue Blackman