



Beginning 3D Game Development with Unity: All-in-One, Multi-Platform Game Development

By Sue Blackman

Apress. Paperback. Book Condition: New. Paperback. 992 pages.

Dimensions: 9.3in. x 7.5in. x 2.2in. 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,...



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