



## Beginning 3D Game Development with Unity 4: All-in-one, multi-platform game development

By Sue Blackman

Apress. Paperback. Condition: New. 850 pages. Beginning 3D Game Development with Unity 4 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, loadsave functionality, a robust inventory system, and a bonus feature: a dynamically configured...



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*This publication will never be effortless to begin on studying but extremely entertaining to learn. It is probably the most incredible publication I have gone through. I realized this ebook from my dad and he suggested this publication to learn.*

-- **Austin O'Connell**

*Extremely helpful for all classes of folks. It is really simplified but excitement from the 50 percent of your ebook. You won't sense monotony at any moment of your time (that's what catalogs are for about if you check with me).*

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