Unity 5 From Zero to Proficiency (Foundations): A step-by-step guide to creating your first game with Unity.

By Patrick Felicia

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Why this book can help you to get started with Game Development

Creating your own game can be very intimidating at the start, and quite often, regardless of your experience with games, it is sometimes difficult to find the time and motivation to get over the first barriers and get started (e.g., lack of time or coding expertise).

Often, these barriers seem higher than they actually are. You may be a teacher trying to introduce games in the classroom, but with no previous coding or game development experience; maybe you are a hobbyist who would love to create interactive environments based on the games that you enjoy playing; maybe you are a student getting started with game development but you just don't know where to start or what resources to use; or maybe you have tried online video tutorials but found them disjointed. You may be wondering: "How can I start to create my games if I have no experience of coding", or "this game engine is so complex that I just don't know where to get started".

This is quite common, and you can easily overcome these issues with a step-by-step approach that gets you to progressively develop and use your skills. This is the approach that I have used successfully over the past years to take students from a wide range of backgrounds from no knowledge of coding or game development to good levels of proficiency in Unity.

Of course, it takes some time and dedication; however, by following the techniques and suggestions described in this book, I can promise you that you will progress, regardless of your background, and become more comfortable with Unity.

Content and structure of this book

In this book, entitled **From Zero to Proficiency (Foundations)**, which is the first book in the series (i.e., Foundations, Beginner, Intermediate and Advanced), you will become comfortable with Unity's interface and core features, by creating a project (with no coding involved) that includes both an indoor and an outdoor

environment.

When you download this book you get:

- An exclusive 1-hour video tutorial.
- Access to the author by email if you have any question.
- A list of the learning objectives at the start of each chapter.
- Step-by-step activities using a tried-and-tested method.
- Challenges at the end of each chapter.
- Printable cheat-sheets for common shortcuts.
- Quizzes to test your knowledge (and answers).

The content of each chapter is as follows:

- **Chapter 1** provides general information on game engines and explains why you should use such software, and how, by using Unity more specifically, you can create games seamlessly.
- **Chapter 2** takes you through the very first steps of installing Unity and becoming familiar with the interface. It will also show you the different shortcuts necessary to navigate through scenes and projects in Unity.
- **Chapter 3** gets you to create and export your first scene by combining built-in objects. You will learn how to manage objects, apply textures and colors, and transform objects to create a simple scene.
- **Chapter 4** explains how you can create an indoor scene (i.e., a maze) with built-in shapes. You will also work with and manage lights in your scene to set the atmosphere and navigate through the scene with a First-Person Controller.
- **Chapter 5** explains how to create an island with sandy beaches and palm trees using Unity's built-in assets. You will also drive a car and pilot a plane.
- **Chapter 6** provides answers to frequently asked questions.
- **Chapter 7** summarizes the topics covered in this book and provides tips for your next steps.

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- Sales Rank: #121929 in eBooks
- Published on: 2015-10-20
- Released on: 2015-10-20
- Format: Kindle eBook

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Editorial Review

Review
** Buy three books for $21.06 *Now* **(Beginner + Foundations + Intermediate) before prices go up tomorrow (Wednesday) ****

Hi there!

This is the first book in the series (**Unity 5: From Zero to Proficiency**) and it will help you to become comfortable with the interface and built-in objects in Unity. There are three other books in the series (i.e., Beginner, Intermediate and Advanced) and the second and third books are already available, if you would like to progress further with Unity; you can **buy these three books now (Foundation, Beginner and Intermediate) for just $21.06**. The other book in this series (i.e., Advanced) should be available soon (i.e, September).

For more information on the release date for these books, you can check the blog learntocreategames.com.

 Why I started Writing this book
After teaching Unity for over 4 years, I always thought it could be great to find a book that could get my students started with Unity in a few hours and that showed them how to master the core functionalities offered by this fantastic software.

Many of the books that I found were too short and did not provide enough details on the why behind the actions recommended and taken; other books were highly theoretical, and I found that they lacked practicality and that they would not get my students' full attention. In addition, I often found that game development may be preferred by those with a programming background but that those with an Arts background, even if they wanted to get to know how to create games, often had to face the issue of learning to code for the first time.

As a result, I started to consider a format that would cover both: be approachable (even to the students with no programming background), keep students highly motivated and involved using an interesting project,cover the core functionalities available in Unity to get started on game programming, provide answers to common questions, and also provide, if need be, a considerable amount of details for some topics.

This book series entitled From Zero to Proficiency does just this. In this book series, you have the opportunity to play around with Unity's core features, and essentially those that will make it possible to create an interesting 3D game rapidly. After reading this book series, you should find it easier to use Unity and its core functionalities.

This book series assumes no prior knowledge on the part of the reader, and it will get you started on Unity so that you quickly master all the wonderful features that this software provides by going through an easy learning curve. By completing each chapter, and by following step-by-step instructions, you will progressively improve your skills, become more proficient in Unity, and create a survival game using Unity's core features in terms of programming (C# and JavaScript), and game design.

Thanks for reading.

** See How Readers Have Enjoyed This Book! **

"This book is particularly useful to help and support professionals who do not have game development background but intend to venture into gamification ... I look forward to reading and conquering the challenges set by upcoming levels of this book series"
- **Tan Wee Hoe** (reader, Amazon.com)

"The book helps you to build your confidence in Unity by building different scenes....I am very excited to continue with my Unity 5 journey!."
- **LMuro** (reader, Amazon.com)

"I found it is easy to read and follow. An excellent book for a real beginner! "
- **Szu-Ming Chung** (reader, Amazon.com)

"I thought the book put a new meaning on step by step instructions because it actually had step by step instructions! ...Also a personal favorite of mine was the bonus pack I received with the book which had very useful cheat sheets for remembering the game engine shortcuts and also some assets and textures to use with the project, in my opinion this was just a sign that the book went that extra bit to really educate readers on the main goal of the book and to start developing their own projects. "
- **Dean, G.** (reader, Amazon.com)

"A very easy to follow guide that really explains the basics of unity. Well worth the time."
- **Alexandre Fausto Semedo** (reader, Amazon.com)

"The book is very interesting and it's clear examples really help you to understand Unity 5."
- **Simo Heikkila** (reader, Amazon.com)

"This book is exactly what every newbie needs. It holds your hand through the initial introduction and allows you to progress step by step. A great way to get under the hood of unity. "
- **Valerie Butler** (reader, Amazon.co.uk)

"Great introduction book for anybody interested in developing games for Unity 5 "
- **Paul** (reader, Amazon.co.uk)

About the Author
Patrick Felicia is a lecturer and researcher at Waterford Institute of Technology, where he teaches and supervises undergraduate and postgraduate students. He obtained his MSc in Multimedia Technology in 2003 and PhD in Computer Science in 2009 from University College Cork, Ireland.
He has published several books and articles on the use of video games for educational purposes, including the Handbook of Research on Improving Learning and Motivation through Educational Games: Multidisciplinary Approaches (published by IGI), and Digital Games in Schools: a Handbook for Teachers, published by European Schoolnet. Patrick is also the Editor-in-chief of the International Journal of Game-Based Learning (IJGBL), and the Conference Director of the Irish Symposium on Game-Based Learning, a popular conference on games and learning organized throughout Ireland.

Users Review

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Paul Butler:

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example Naruto or Private investigator Conan you can read and think that you are the character on there. Therefore not at all of book are make you bored, any it makes you feel happy, fun and relax. Try to choose the best book in your case and try to like reading that.

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