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:

Dale Hollander:

Nowadays reading books become more than want or need but also get a life style. This reading practice give you lot of advantages. Advantages you got of course the knowledge the rest of the information inside the book that improve your knowledge and information. The knowledge you get based on what kind of e-book you read, if you want drive more knowledge just go with schooling books but if you want truly feel happy read one along with theme for entertaining including comic or novel. The particular Beginning 3D Game Development with Unity: All-in-one, multi-platform game development is kind of publication which is giving the reader unpredictable experience.

David Simpson:

The reserve untitled Beginning 3D Game Development with Unity: All-in-one, multi-platform game development is the e-book that recommended to you to learn. You can see the quality of the e-book content that will be shown to you. The language that author use to explained their way of doing something is easily to understand. The writer was did a lot of research when write the book, and so the information that they share to you personally is absolutely accurate. You also might get the e-book of Beginning 3D Game Development with Unity: All-in-one, multi-platform game development from the publisher to make you much more enjoy free time.

Daniel Rhoads:

You may spend your free time to read this book this reserve. This Beginning 3D Game Development with Unity: All-in-one, multi-platform game development is simple to bring you can read it in the playground, in the beach, train as well as soon. If you did not have much space to bring typically the printed book, you can buy the actual e-book. It is make you quicker to read it. You can save typically the book in your smart phone. So there are a lot of benefits that you will get when you buy this book.

Donna Muniz:

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

Download and Read Online Beginning 3D Game Development with Unity: All-in-one, multi-platform game development By Sue Blackman #IGAN32FUY41

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