



Unity 4.x Cookbook

By Matt Smith

Packt Publishing. Paperback. Condition: New. 386 pages. Dimensions: 9.2in. x 7.5in. x 1.1in. Maximize the potential of Unity 4 with this wide-ranging book. Your games will look better, play more realistically, and communicate with more devices through applying these fully explanatory recipes. Overview A wide range of topics are covered, ranging in complexity, offering something for every Unity 4 game developer. Every recipe provides step-by-step instructions, followed by an explanation of how it all works, and alternative approaches or refinements. Book developed with the latest version of Unity (4. x). In Detail Covering the latest version (Unity 4) of this established game engine, the Unity 4. x Cookbook explores a wide range of 3D, animation, multimedia, and scripting game engine features. The power of Unity 4 is demonstrated through the 10 chapters covering many of this game engine's features. Unity 4. x Cookbook helps you learn how to make the most of the powerful but easy-to-use Unity 4 game engine. Every Unity game developer is different. Some come from a multimedia background, some are new to game development, and some are transferring from other engines. Whatever your background, with the breadth and depth of topics covered you should find new features and...



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