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PRACTICAL GAME DESIGN WITH UNITY AND PLAYMAKER (PAPERBACK)



Packt Publishing Limited, United Kingdom, 2013. Paperback. Condition: New. Language: English. Brand New Book ***** Print on Demand *****. A practical guide packed with examples that helps you to build a full-fledged game with the help of Unity and Playmaker. A few exercises and useful external resources are also provided to improve both the game and your skills. This book is for animation artists and 3D artists, designers, and engineers who want to create interactive content with little or no...

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- Authored by Sergey Mohov
- Released at 2013



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