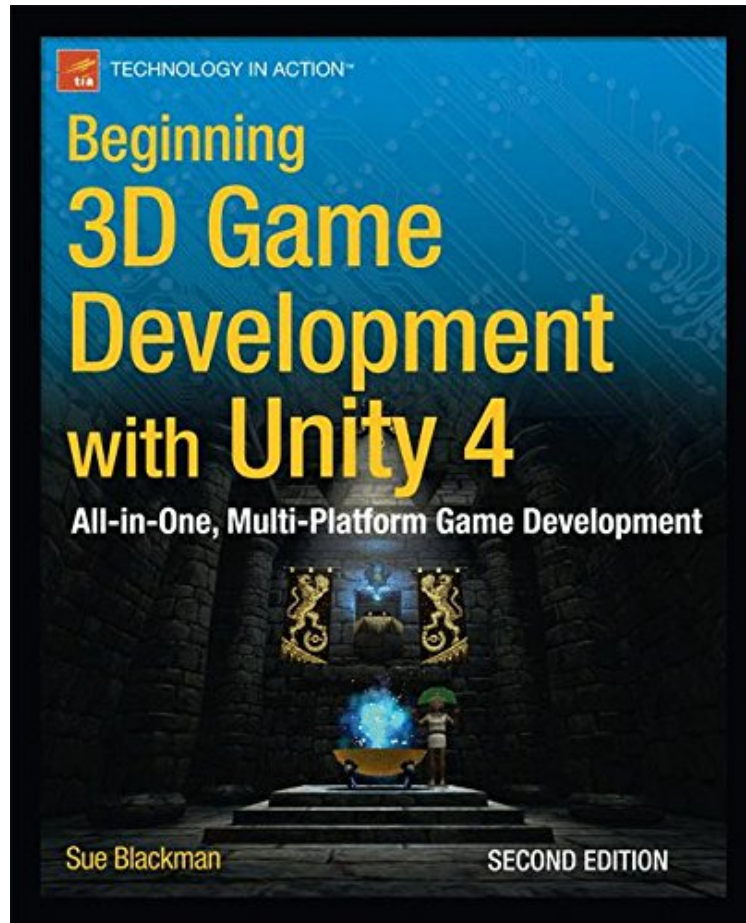


(Download) Beginning 3D Game Development with Unity 4: All-in-one, multi-platform game development (Technology in Action)

Beginning 3D Game Development with Unity 4: All-in-one, multi-platform game development (Technology in Action)

Sue Blackman

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Sue Blackman : Beginning 3D Game Development with Unity 4: All-in-one, multi-platform game development (Technology in Action) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Beginning 3D Game Development with Unity 4: All-in-one, multi-platform game development (Technology in Action):

21 of 22 people found the following review helpful. Great Book for a Great Game Building Tool By Cecilia Marcano I recommend buying this book for 3 reasons. First because how it is written. Second because the content and scope of the book. Third because of Unity 3D.1) The book is really well written, it invites you to explore Unity and get familiar with the Interface and concepts, which is the only way you will really learn. The book does not read as programming book, it reads more like a book for learning an application, like reading a content creation software book. As other

reviewer said, the author assumes nothing about previous knowledge or experience of the reader, so there is a lot of information and explanations to help you get the tasks done. At times this detail may seem too much for a seasoned developer, but for a beginner its perfect,2) The book is targeted to beginners audience, and does a great job on that regard. You will learn by creating a Point and Click 3D Adventure, which may be not be your favorite genre, but it does not matter, this will serve very well the purpose of teaching.3) Unity 3D is simply great, I kind of regret not learning it sooner. I have followed Unity from its creation, but back then I choose to learn XNA and develop for the PC and XBOX 360 Indie Games. But then the iOS games and Facebook games took over the game world. Suddenly it made no sense to learn platform specific languages or technologies. I tried to learn Unreal with the UDK, but found it kind of complex. My advice to anyone learning how to create video games is to learn Unity, because at the present moment the ability to deploy to iOS, Android, Mac OS, Linux, Wii U, and all the Microsoft's OS including Windows Phone; is simply mandatory if you really want any chance of success.10 of 10 people found the following review helpful. Highly recommended.By taloniusI'm half way through the book and I'm delighted with it. That's not a term I normally associate with technical books. Ms. Blackman has pictures of everything, so when you're sitting there saying, "What?! What widget where?" The next screenshot will show clearly where the widget is, and what the resulting windows should look like. Accuracy so far has been 100%, although I did see 4 pieces of errata from her posts on the Unity forums. That's close enough to warrant a 100% in my opinion.The language used is Javascript, but if you already have a working knowledge of C# it's quite easy to convert her code on the fly - especially since most of the work in Unity is done by Unity's libraries. transform.Rotate is the same in C# and Javascript.Her text is clear and concise, very rarely wandering off into the wilderness. The "wasted space" [my opinion, obviously] of every game development book (history of gaming, how to manage, etc.) is tight with only one chapter. After that it's a rush of knowledge and how-to.12 of 13 people found the following review helpful. Decent, but far from great.By John TandyI have the paperback version, I feel bad for kindle owners if this is how many errors are in the paperbackPros- Mostly easy to follow- Very beginner friendly- follows a logical progression- lots of screenshots- covers ancillary content like forums, asset shop, documentation, and Unity Answers- good coding styleCons- Errors left, right, and sideways, there is absolutely no way the author recreated the project while going through the book, some of the errors are game stopping and would be noticed by ANYONE doing it.You will notice there are a lot more pros than cons. However, that one con is so bad, it overshadows the pros by a good margin. I was working through this book with a man from australia, as we met on the Unity forums looking for answers to errata. He ended up giving up on the book by chapter 9 when the book references an object in a scene that had never been created or imported. A good chunk of the chapter involves this object that sort of just spawns out of no where. This is the type of error I mean, once fixed, the rest of the surrounding book is amazing, but there are so many of these seemingly random errors that it makes it tough.The real unfortunate part is that this is a book for beginners, who are unlikely to go to the Unity forums for help. Granted the author at least tells the readers to do this often in the beginning chapters. This book minus errata would be a 5 star easily for me. If you are an experienced coder or artist, can navigate forums, and can troubleshoot, this will be a decent book for you as a beginner to Unity. If you are new to the former, or don't want to be forced to pay for a book that you have to find answers to errors for, then you should probably find another book.It appears, as of the time of this writing, that Sue has stopped posting in here thread on the forum, so it is mostly readers helping each other out. I've always felt the 5 star system left a lot to be desired. I can never seem to decide on which star to give, but with this book, it is a solid 3 star, and I mean that wholeheartedly. Again, i really feel bad, because if she proofread the book it would have been so much better.Also, just as a warning to readers, the version of Unity has changed since the writing of this book. The errors I am referring to are not a result of this change. Although, it should be noted that some things have changed and will require minor investigation by the reader.

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 interactive games, ideal in scope for today's casual and mobile markets, 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 gameincluding reusable state management scripts, dialogue trees for character interaction, 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.

About the AuthorSue 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.