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Unity Game Development Essentials

Will Goldstone

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If you have ambitions to be a game developer this guide is a must. Covering all the fundamentals of the Unity game engine, it will help you understand the different elements of 3D game creation through practical projects.

This book follows an informal, demystifying approach to the world of game development with the Unity game engine. With no prior knowledge of game development or 3D required, you will learn from scratch, taking each concept at a time working up to a full 3D mini-game. You'll learn scripting with JavaScript and master the Unity development environment with easy to follow stepwise tasks. The printed version of the book is in black and white, but a full color version of the images is available for download here. The eBook version, available from Packt, is in full color. If you're a designer or animator who wishes to take their first steps into game development, or if you've simply spent many hours sitting in front of video games, with ideas bubbling away in the back of your mind, Unity and this book should be your starting point. No prior knowledge of game production is required, inviting you to simply bring with you a passion for making great games.

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