



Mastering Unity 2017 Game Development with C# - (Paperback)

By Alan Thorn

Packt Publishing Limited, United Kingdom, 2017. Paperback. Condition: New. 2nd Revised edition. Language: English . Brand New Book ***** Print on Demand *****. Master realistic animations and graphics, particle systems, game AI and physics, sprites and VR development with Unity 2017 About This Book * Create professional grade games with realistic animation and graphics, particle systems and game physics with Unity 2017 * Unleash the power of C# scripting to create intelligent game AI and professional grade game workflows. * Create immersive VR games using the latest Unity 2017 VR SDK. Who This Book Is For If you are a Unity developer who now wants to develop and deploy interesting games by leveraging the new features of Unity 2017, then this is the book for you. Basic knowledge of C# programming is assumed. What You Will Learn * Explore hands-on tasks and real-world scenarios to make a Unity horror adventure game * Create enemy characters that act intelligently and make reasoned decisions * Use data files to save and restore game data in a way that is platform-agnostic * Get started with VR development * Use navigation meshes, occlusion culling, and Profiler tools * Work confidently with GameObjects, rotations, and...



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