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paperback. Book Condition: New. Language:Chinese.Paperback. Pub Date: 2016-06-01 Pages: 303 Publisher: Tsinghua University Press This book introduces the general principle of Unity 3D development. method and project practice. The book is primarily by way of example projects to introduce Unity 3D mobile game development of the whole process. The book includes: Unity function and installation. Unity and use the operating environment. my a Unity APP. textures. Prefab (precast) objects. cameras. music and sound effects. 2D game.

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