Unity Shaders and Effects Cookbook

By Kenny Lammers

Packt Publishing. Paperback. Condition: New. This item is printed on demand. 268 pages. Discover how to make your Unity projects look stunning with Shaders and screen effects Overview Learn the secrets of creating AAA quality Shaders without having to write long algorithms Add realism to your game with stunning Screen Effects Understand the structure of Surface Shaders through easy to understand step-by-step examples In Detail Since their introduction to Unity, Shaders have been notoriously difficult to understand and implement in games: complex mathematics have always stood in the way of creating your own Shaders and attaining that level of realism you crave. Transform your game into a highly polished, refined product with Unitys post-processing effects. Unity Shaders and Effects Cookbook is the first of its kind to bring you the secrets of creating Shaders for Unity3D - guiding you through the process of understanding vectors, how lighting is constructed with them, and also how textures are used to create complex effects without the heavy math. Starting with essential lighting and finishing up by creating stunning Screen Effects alike those in high quality 3D and mobile games. Discover techniques including Normal mapping, Image based lighting, and how to animate your models...

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