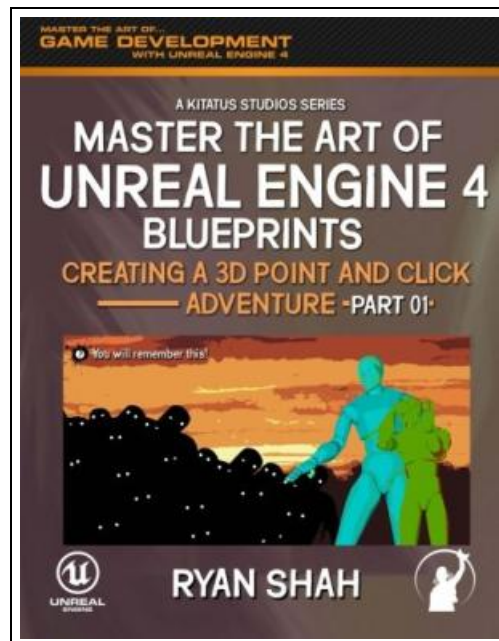# Master the Art of Unreal Engine 4: Creating a 3D Point and Click Adventure (Part #1) (Paperback)

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Createspace Independent Publishing Platform, United States, 2015. Paperback. Condition: New. Language: English . Brand New Book ***** Print on Demand *****.Have you ever played a video-game and wished you could make your own? Well, with the power of Unreal Engine 4 and this book. Now your dreams can now be reality! This book has been designed and crafted by independent developer Ryan Shah (of Kitatus Studios), who boasts over 10 years of experience working with video-game development tools as well as 2D/3D art applications. Ryan Shah will guide you through your adventures with Unreal Engine 4, Teaching you all the important information in an enjoyable, relaxed and entertaining style, which will help make sure you have the greatest possible adventure learning to create the video-game of your dreams. If you enjoyed 3D point and click adventure titles (Such as Telltale s The Walking Dead, Back to the Future, Sam and Max .etc) then this book is for you! In this title, we don t only cover how to create your own 3D point and click adventure project, but we also cover all the important pieces of Unreal Engine 4 that you ll need to make sure your projects rise above all others and become amazing titles that your fans will adore for years to come!.

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