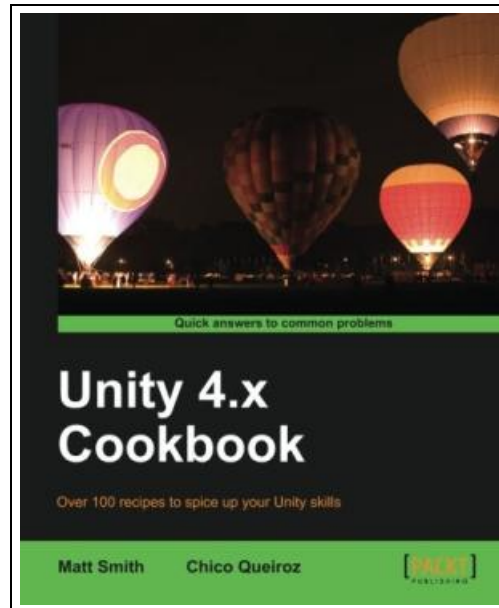


## Unity 4.x Cookbook



Filesize: 6 MB

### **Reviews**

*This publication is definitely not simple to begin on studying but quite fun to see. It really is full of knowledge and wisdom I am just effortlessly can get a satisfaction of studying a created pdf.*  
*(Alfreda Bradtke)*

## UNITY 4.X COOKBOOK



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Packt Publishing. Paperback. Condition: New. 386 pages. Dimensions: 9.2in. x 7.5in. x 1.1in. Maximize the potential of Unity 4 with this wide-ranging book. Your games will look better, play more realistically, and communicate with more devices through applying these fully explanatory recipes. Overview A wide range of topics are covered, ranging in complexity, offering something for every Unity 4 game developer. Every recipe provides step-by-step instructions, followed by an explanation of how it all works, and alternative approaches or refinements. Book developed with the latest version of Unity (4. x). In Detail Covering the latest version (Unity 4) of this established game engine, the Unity 4. x Cookbook explores a wide range of 3D, animation, multimedia, and scripting game features. The power of Unity 4 is demonstrated through the 10 chapters covering many of this game engines features. Unity 4. x Cookbook helps you learn how to make the most of the powerful but easy-to-use Unity 4 game engine. Every Unity game developer is different. Some come from a multimedia background, some are new to game development, and some are transferring from other engines. Whatever your background, with the breadth and depth of topics covered you should find new features and techniques to enhance your next game. This book offers detailed, easy-to-follow, step-by-step recipes helping you master a wide range of Unity game features. Chapters are provided focusing on the basics; audio, cameras, images, materials and animations, GUIs, external resources and devices, directional and artificial intelligence character control, and performance optimization. Unity 4. x Cookbook provides a collection of ideas and resources that should offer new and useful techniques for every Unity game developer to enhance their next game. What you will learn from this book Enhance your characters animation in real time using Unitys new Mecanim system Measure and control...



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