Unity Game Development in 24 Hours, Sams Teach Yourself (Sams Teach Yourself -- Hours)

By Mike Geig

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In just 24 sessions of one hour or less, *Sams Teach Yourself Unity Game Development in 24 Hours* will help you master the Unity 4 game engine at the heart of *Temple Run* and many other sizzling-hot mobile games! You'll learn everything from the absolute basics through sophisticated game physics, animation, and mobile device deployment techniques. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success!

Step-by-step instructions carefully walk you through the most common Unity 4 game development tasks.

- Quizzes and Exercises at the end of each chapter help you test your knowledge.
- Notes present interesting information related to the discussion.
- Tips offer advice or show you easier ways to perform tasks.
- Cautions alert you to possible problems and give you advice on how to avoid them.

Learn how to…

- Create and work with game objects, Unity's fundamental building blocks
- Work efficiently with Unity's graphical asset pipeline
- Apply shaders and textures to any 3D object
- Sculpt stunning game worlds with Unity's terrain and environmental toolsets
- Script tasks ranging from capturing input to building complex behaviors
- Quickly create repeatable, reusable game objects with prefabs
- Implement easy, intuitive game user interfaces
- Create amazing effects with Unity's new Shuriken particle system
- Leverage the full power of Unity's new Mecanim animation system
- Integrate ambient 2D/3D audio into your games
- Use mobile device accelerometers and multi-touch displays
- Modify a desktop game for mobile platforms
- Apply the "finishing touches" and deploy your game

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Editorial Review

About the Author

Mike Geig is both an experienced teacher and game developer, with a foot firmly in both camps. He is currently teaches game design and development at Stark State College and the Cleveland Institute of Art. Mike also works as a screencaster for Unity Technologies and is a member of Unity's Learn department. His Pearson video, *Game Development Essentials with Unity 4 LiveLessons*, is a key title on Unity. Mike was once set on fire and has over a million "likes" on Facebook.

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Valerie Wright:

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