Unity 3.x Game Development Essentials

By Will Goldstone

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This book follows an informal, demystifying approach to the world of game development with the Unity game engine. With no prior knowledge of game development or 3D required, you will learn from scratch, taking each concept at a time working up to a full 3D mini-game. You'll learn scripting with C# or JavaScript and master the Unity development environment with easy-to-follow stepwise tasks. If you're a designer or animator who wishes to take their first steps into game development or prototyping, or if you've simply spent many hours sitting in front of video games, with ideas bubbling away in the back of your mind, Unity and this book should be your starting point. No prior knowledge of game production is required, inviting you to simply bring with you a passion for making great games.

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Editorial Review

About the Author
Will Goldstone is a longstanding member of the Unity community and works for Unity Technologies as a Technical Support Associate, handling educational content and developer support. With an MA in Creative Education, and many years experience as a lecturer in higher education, Will wrote the first ever Unity book, the original Unity Game Development Essentials, and also created the first ever video tutorials for the package. Through his sites http://www.unity3dstudent.com and http://learnunity3d.com Will helps to introduce new users to the growing community of developers discovering Unity every day.

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