

Getting Started With Unity 5 By Dr. Edward Lavieri

By Dr. Edward Lavieri

Getting Started with Unity 5 By Dr. Edward -

This book will guide you through the entire process of creating a 3D game, from downloading the Unity game engine to publishing your game. Beginning with an overview

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If you are a game developer interested in learning Unity 3D from scratch and becoming familiar with its core features, then this book is for you.

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Note: This tutorial assumes you have at least some experience with Unity. You should know the basics of working with Unity s interface, GameObjects and Components

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