Getting Started with Unity 5

By Dr. Edward Lavieri

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Leverage the power of Unity 5 to create amazing 3D games

About This Book

- Learn to create interactive games with the Unity 5 game engine
- Explore advanced features of Unity 5 to help make your games more appealing and successful
- A step-by-step guide giving you the perfect start to developing games with Unity 5

Who This Book Is For

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. No prior knowledge of Unity 3D is required.

What You Will Learn

- Create, organize, and manage your game project with the Unity interface
- Develop a 3D game environment with a custom terrain, water, sky, mountains, and trees
- Import and use custom assets and asset packages to add characters to your game
- Review existing animations and create custom animation clips to bring your game characters to life
- Build custom scripts to make your game characters interactive
- Add a graphical user interface to your game to enable easy user interaction
- Explore advanced Unity concepts including workflow, scaling, physics, and cross-platform considerations
- Customize your game with sound effects, shadows, lighting effects, and rendering options

In Detail

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 of the Unity engine and its interface, you will walk through the process of creating a game environment and learn how to use built-in assets as well as assets created with third-party 3D modeling tools such as Blender.

Moving on, you will create your very own animation clips from within Unity and learn scripting in Unity. You will master exciting concepts including mini-mapping, the game navigation system, sound effects, shadows, and light effects. By the end of the book, you'll have learned advanced topics such as cross-platform considerations that enable your games to run on every platform.

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Editorial Review

About the Author

Dr. Edward Lavieri

Dr. Edward Lavieri is a veteran game designer and developer with a strong academic background. He earned a doctorate of computer science from Colorado Technical University, and three masters of science degrees in management information systems from Bowie State University. His formal education includes instructional design (from Capella University) and operations management (from the University of Arkansas), demonstrating his passion for academic pursuits. He has developed and taught computer-related courses since 2002 and currently teaches at Southern New Hampshire University. Edward retired from the US Navy after 25 years as an intelligence specialist and command master chief. As the founder and creative director of three19, a software design and development studio, Edward is constantly developing software. He uses Unity as one of his primary game development tools. He focuses on developing adaptive learning systems, educational games, and mobile apps. Edward authored Adaptive Learning for Educational Game Design, CreateSpace Independent Publishing Platform, LiveCode Mobile Development HOTSHOT, Packt Publishing, LiveCode Mobile Development Cookbook, Packt Publishing, Software Consulting: A Revolutionary Approach, CreateSpace Independent Publishing Platform, and was the technical editor of Excel Formulas and Functions for Dummies, Ken Bluttman, Wiley Publishing. He has also developed numerous college courses, involving computer science and information systems.

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