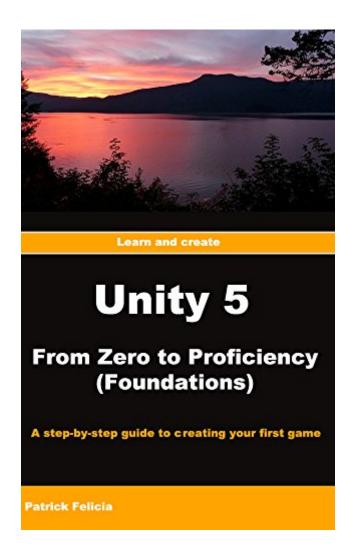# Unity 5 From Zero To Proficiency (Foundations): A Step-by-step Guide To Creating Your First Game With Unity.

Synopsis

Why this book can help you to get started with Game DevelopmentCreating your own game can be very intimidating at the start, and quite often, regardless of your experience with games, it is sometimes difficult to find the time and motivation to get over the first barriers and get started (e.g., lack of time or coding expertise). Often, these barriers seem higher than they actually are. You may be a teacher trying to introduce games in the classroom, but with no previous coding or game development experience; maybe you are a hobbyist who would love to create interactive environments based on the games that you enjoy playing; maybe you are a student getting started with game development but you just don't know where to start or what resources to use; or maybe you have tried online video tutorials but found them disjointed. You may be wondering: "How can I start to create my games if I have no experience of coding", or "this game engine is so complex that I just don't know where to get started". This is quite common, and you can easily overcome these issues with a step-by-step approach that gets you to progressively develop and use your skills. This is the approach that I have used successfully over the past years to take students from a wide range of backgrounds from no knowledge of coding or game development to good levels of proficiency in Unity.Of course, it takes some time and dedication; however, by following the techniques and suggestions described in this book, I can promise you that you will progress, regardless of your background, and become more comfortable with Unity.Content and structure of this bookIn this book, entitled From Zero to Proficiency (Foundations), which is the first book in the series (i.e., Foundations, Beginner, Intermediate and Advanced), you will become comfortable with Unity's interface and core features, by creating a project (with no coding involved) that includes both an indoor and an outdoor environment.When you download this book you get:An exclusive 1-hour video tutorial. Access to the author by email if you have any question.A list of the learning objectives at the start of each chapter. Step-by-step activities using a tried-and-tested method. Challenges at the end of each chapter. Printable cheat-sheets for common shortcuts. Quizzes to test your knowledge (and answers).The content of each chapter is as follows:Chapter 1 provides general information on game engines and explains why you should use such software, and how, by using Unity more specifically, you can create games seamlessly.Chapter 2 takes you through the very first steps of installing Unity and becoming familiar with the interface. It will also show you the different shortcuts necessary to navigate through scenes and projects in Unity.Chapter 3 gets you to create and export your firstscene by combining built-in objects. You will learn how to manage objects, apply textures and colors, and transform objects to create a simple scene.Chapter 4 explains how you can create an indoor scene (i.e., a maze) with

built-in shapes. You will also work with and manage lights in your scene to set the atmosphere and navigate through the scene with a First-Person Controller.Chapter 5 explains how to create an island with sandy beaches and palm trees using Unity's built-in assets. You will also drive a car and pilot a plane.Chapter 6 provides answers to frequently asked questions.Chapter 7 summarizes the topics covered in this book and provides tips for your next steps.

Book Information

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Customer Reviews

Full of errors, the book contradicts itself too many times, one page say something next one says the opposite, for example position 713 states that Unity uses a left handed coordinate system then in position 1016 says right handed; very basic thing like instruct you to do a zoom in when the intention is to do a zoom out, and is full of this kind of elemental error; very bad bad review of the author/editor before publishing to catch this kind of mistakes; on the other hand, is toooo basic and short in scope, you probably be better with some introduction free tutorial over internet.

Honestly this book is pretty useless for all but the most raw absolute newcomer to Unity, and even

then you can get up and running to this book's level in a few hours from existing tutorials.This book is apparently only the first in a longer series, and this first book doesn't cover much more than installing Unity and building levels using preexisting content. There is no scripting, at all. No discussion of architecture, no real game logic of any significant kind.Maybe this is my fault for not reading the details well enough, but in the end this book was useless for me.

This book has no Table of Contents as a part of the actual book. This book and the companion website have no questions for the Quizes, only the answers, so they are useless. The companion website starts sending me spam messages after signing up. The images are too small to find out what is inside them. You should always explain everything using words in case the image doesn't make it obvious what you are supposed to do. Author's Notes boxes contain crucial information, not just comments as promised at the beginning of the book, so you need to read them instead of skipping them. Peculiar acronyms like MRB (Mouse Right Button) do not help the beginners with learning. All the images are for the OS X version of Unity, but beginners get confused when there are no images for the Windows version also. Downloading a huge complex project like the Viking Village is not the best way of teaching beginners with Unity as it takes multiple difficult procedures and a long time to import and download it. The author confuses Tabs with Views. Otherwise, this book does teach what it promises, so it's not totally bad.

This is a wonderful tool for those new to Unity. The author has a thorough knowledge of the topic. His book will take you step by step through the software, thus providing the reader with a sound background from which to grow. If you're interested in learning game development with Unity software, I urge you to purchase this book.

First off I just want to say I never touched Unity 5 at all and I read through the entire book in about 12 hours even doing the bonus labs. It has given me great confidence and I know enough now to make a basic layout for a game.If you have never touched Unity, I highly recommend this book, if you have used Unity 4 or 5 at any version you are probably too advanced for this version of his book, go get the "beginners" or "intermediate" versions of Patricks books.Yes its a lot of money for the book $45.00 print edition (at the time of writing this review) that doesn't go very in-depth but the title didn't lie it says "Foundations" and he offers ebooks if you want to go that route for way cheaper.Now with that said I am a programmer with experience in various programming languages and I really appreciate the way Patrick guides you through on the usage of Unity 5 and walks you

through hand in hand in the creation of basic layout of a game. His instructions were clear and with lots of screenshots! Some errors in the verbiage but you get the point and it won't stop you.Fantastic book overall for new people to Unity I plan to buy all in Patrick's series and I hope he comes out with more advanced versions.

Very well written book. I bought the kindle version and it was easily worth the price. I have been doing web development for many years using c# and have always wanted to get into video games. I have done some of the tutorial videos on Unity's website and they helped some but I was not making much progress. I decided to buy this book because I was interested in the content. Turns out it was a great buy. It walks you through all of the basics and gave me a much better and solid foundation of how to use Unity. It reads well and the pace moves quickly. Chapter 4 walks you through how to design a game map like Wolfenstein 3D (that's what it reminded me of). Chapter 5 has you build an island (like a way dumbed down version of Just Cause 3 but still pretty cool.) And so far I have not had to write any code. I was unaware that Unity had so much built in. If you are wanting to get started learning Unity this book is great.

This is a good quick read to get the ball rolling with Unity. If you've never touched a game engine before it would be easy to become overwhelmed with the layout Unity has and everything in between. This book will definitely give you the confidence with Unity to begin to focus on game development rather than spend most of your time figuring out what's what and how. Easy to understand and straight to the point. If you have some game engine and or Unity experience then try Pat's next books in the series. This may be a bit too basic for your taste. Building basic maps, importing or using already made assets still a good quick read for the beginner.

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