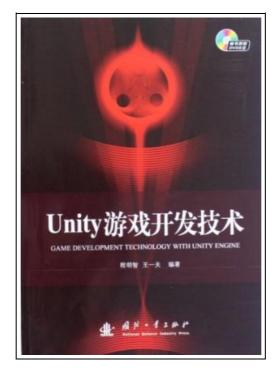
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## Reviews

The book is fantastic and great. It generally does not expense excessive. Its been designed in an exceptionally easy way and it is simply right after i finished reading through this book by which really changed me, change the way i think. (Adolfo Lindgren)

## 9787118082302UNITY GAME DEVELOPMENT TECHNOLOGY(CHINESE EDITION)



paperback. Condition: New. Ship out in 2 business day, And Fast shipping, Free Tracking number will be provided after the shipment.Paperback. Pub Date :2012-08-01 Pages: 230 Publisher: National Defence Industry Press title: Unity game development technology List Price: \$ 39.00 Author: Chengming Zhi. Wang Yifu ed Publisher: Defense Industry Publishing Date: 2012-8-1ISBN: 9787118082302 Words: 350000 Page: 230 Revision: 1 Binding: Paperback: 16 Weight: Editor's Summary unity game development technology is divided into eight chapters. respectively. about the basic introduction of unity. unity game scene created to unity game script introduces the basic concepts. models. interactive production of the unity model import material. gui graphical interface. unity of artificial intelligence and knowledge of living systems and the unity game output. Unity game development technology. combined with a large number of unity game development example. to introduce unity game instances the development of the main line covers a unity game development process required to master the knowledge. the main feature is the emphasis on practicality and operability. as college students learning network game development courses. teaching materials. and also can be used as a learning online game developer reference books. The unity the basis of Contents Chapter 1 Introduction 1.1 Installation the unity 3d 1.2unity 3d interface introduced 1.2.1learning the interface learning interface 1.2.2customizing your workspace custom workspace 1.3 three-dimensional navigation basic concepts of operation 1.4 unity 3d 1.4.1 asset workflow resource workflow 1.4.2 creating scenes to create a scene 1.4.3publishing builds compiled scene file to create a new project file 2.1.2 save folder move about 2.2 settings 2.2 released Chapter 2 of the exercises to create a basic game scenes 2.1 project folder created 2.1.1. create a ground 2.2.2 2.2.3 to create 2.2.4 scene objects move around objects to create light rename 2.3 to create the box and set...



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