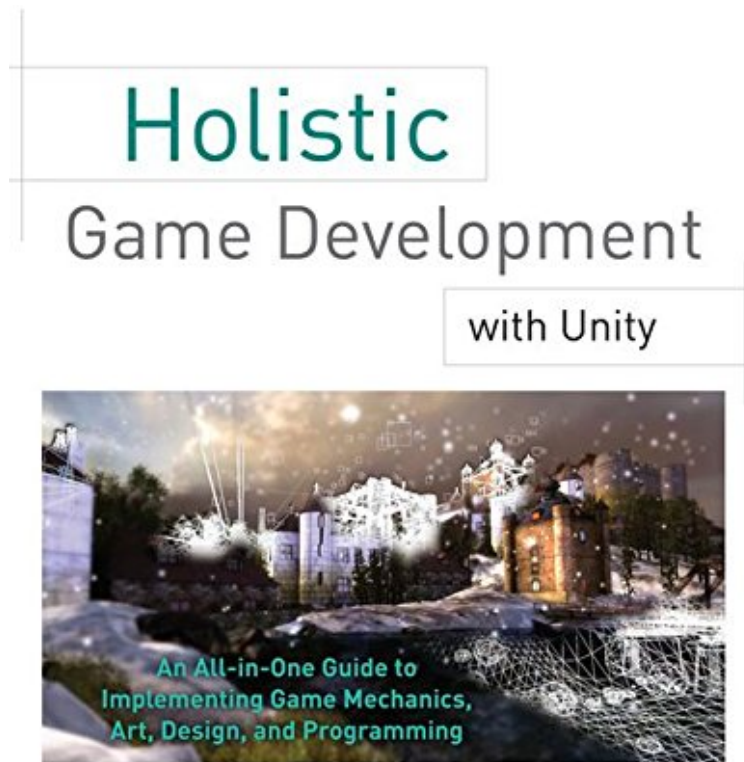


[Mobile library] Holistic Game Development with Unity: An All-in-One Guide to Implementing Game Mechanics, Art, Design and Programming

Holistic Game Development with Unity: An All-in-One Guide to Implementing Game Mechanics, Art, Design and Programming

Penny de Byl

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Penny de Byl : Holistic Game Development with Unity: An All-in-One Guide to Implementing Game Mechanics, Art, Design and Programming before purchasing it in order to gage whether or not it would be worth my time, and all praised Holistic Game Development with Unity: An All-in-One Guide to Implementing Game Mechanics, Art, Design and Programming:

2 of 2 people found the following review helpful. Great Book. Structured Well. Very Clear.By KaylaThis book has a great flow to it. It is very informative and really does take a holistic approach to game development. It sort of puts all the pieces into perspective. It is definitely a briefing on the various game development elements, though. But that is the book's intention and so it fits. If you want to know more about any certain topics, there are other great books and

online references out there. I will say this, the chapter on AI alone makes the book worth the purchase. Very clear, concise explanations. 2 of 2 people found the following review helpful. All Around Exemplary By MrThunder I've never written a review before, and I am in no way qualified enough to properly review the book from the perspective of a professional. Having said that, I am the perfect candidate to review it as an absolute beginner. The order in which she discusses different concepts is easy to follow and builds upon previous topics fluidly. Simple concepts such as rotation, and translation are thoroughly covered where as they are commonly overlooked in other books. Any topic she covers (which is quite a few) she does so completely. Deserves more than just five stars. 1 of 1 people found the following review helpful. Still found useful with Unity 5.0/4.0 By Customer While some of the concepts/code is dated most of the book I found was still applicable and was a great supplement to the online tutorials.

The independent developer has ascended, and the new business model demands agility. You have to be able to work on all aspects of game creation, and your team's game will publish directly to platforms like Android, iPhone, and Facebook. You'll use Unity, the hottest game engine out there, to do it. In order to earn your place on the elite development team, you must master both sides of the development coin: art and programming. *Holistic Game Development with Unity* is an authoritative guide to creating games in Unity. Taking you through game design, programming, and art, Penny de Byl uses a holistic approach to equip you with the multidisciplinary skills you need for the independent games industry. With this book, you will master essential digital art and design principles while learning the programming skills necessary to build interactivity into your games. The tutorials will put these skills into action. The companion website offers: source code for completed projects from the book, art assets, instructional videos, a forum, author blog and lesson plans and challenge questions for professors. Examines art and programming in unison-the only one-stop shop for individual developers and small teams looking to tackle both tasks.

From the Back Cover Master game design and digital art principles simultaneously with this all-in-one guide to creating games in cutting-edge game engine Unity. You'll gain the multidisciplinary skills needed to succeed in the independent game industry using Penny de Byl's holistic method and be up and running -creating original, interactive games in no time." Art and programming in unison the only one-stop shop for individual developers and small teams looking to tackle both tasks." Proven step-by-step tutorials, show you how to design and structure an entire game in Unity with art assets." An introduction to essential two- and three-dimensional mathematical and physics concepts." A portfolio of royalty free reusable game mechanics." Accompanying web site, www.holistic3d.com, features project source code, instructional videos, art assets, author blog, and discussion forums. Challenge questions and lesson plans available online for an enhanced learning experience. About the Author Penny de Byl is a professor of games and multimedia at Bond University in Australia. An award-winning teacher, Penny has taught computer science, computer graphics and game development at top-ranked universities for nearly 20 years. She is the author of three books on designing and developing artificial intelligence and games including the acclaimed *Holistic Game Development with Unity* and winner of the 2011 Unity Technologies Unity Mobile Generation Great Education Giveaway.