



How to Cheat in Unity: No. 5: Tips and Tricks for Game Development (Paperback)

By Alan Thorn

Taylor Francis Ltd, United Kingdom, 2015. Paperback. Condition: New. 1st ed.. Language: English . Brand New Book. Looking to become more efficient using Unity? How to Cheat in Unity 5 takes a no-nonsense approach to help you achieve fast and effective results with Unity 5. Geared towards the intermediate user, HTC in Unity 5 provides content beyond what an introductory book offers, and allows you to work more quickly and powerfully in Unity. Packed full with easy-to-follow methods to get the most from Unity, this book explores time-saving features for interface customization and scene management, along with productivity-enhancing ways to work with rendering and optimization. In addition, this book features a companion website at where you can download the book's companion files and also watch bonus tutorial video content. * Learn bite-sized tips and tricks for effective Unity workflows * Become a more powerful Unity user through interface customization * Enhance your productivity with rendering tricks, better scene organization and more * Better understand Unity asset and import workflows * Learn techniques to save you time and money during development.



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