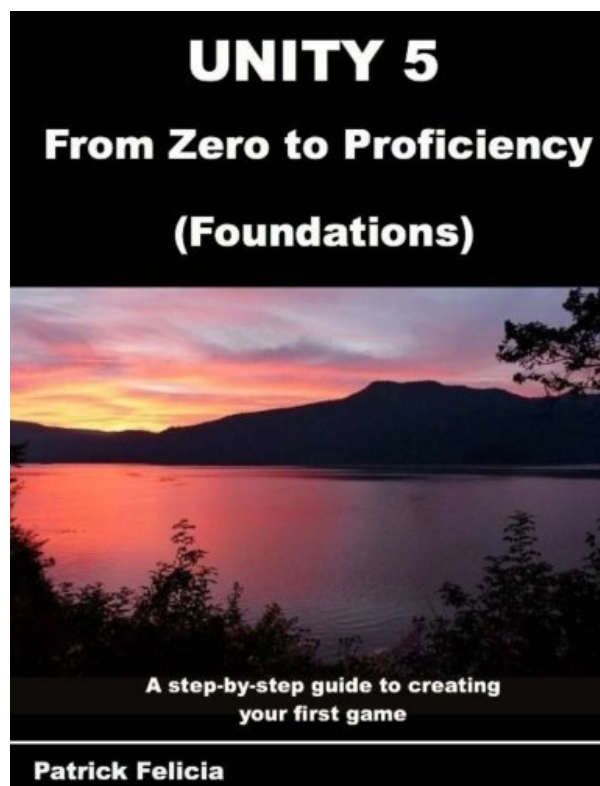
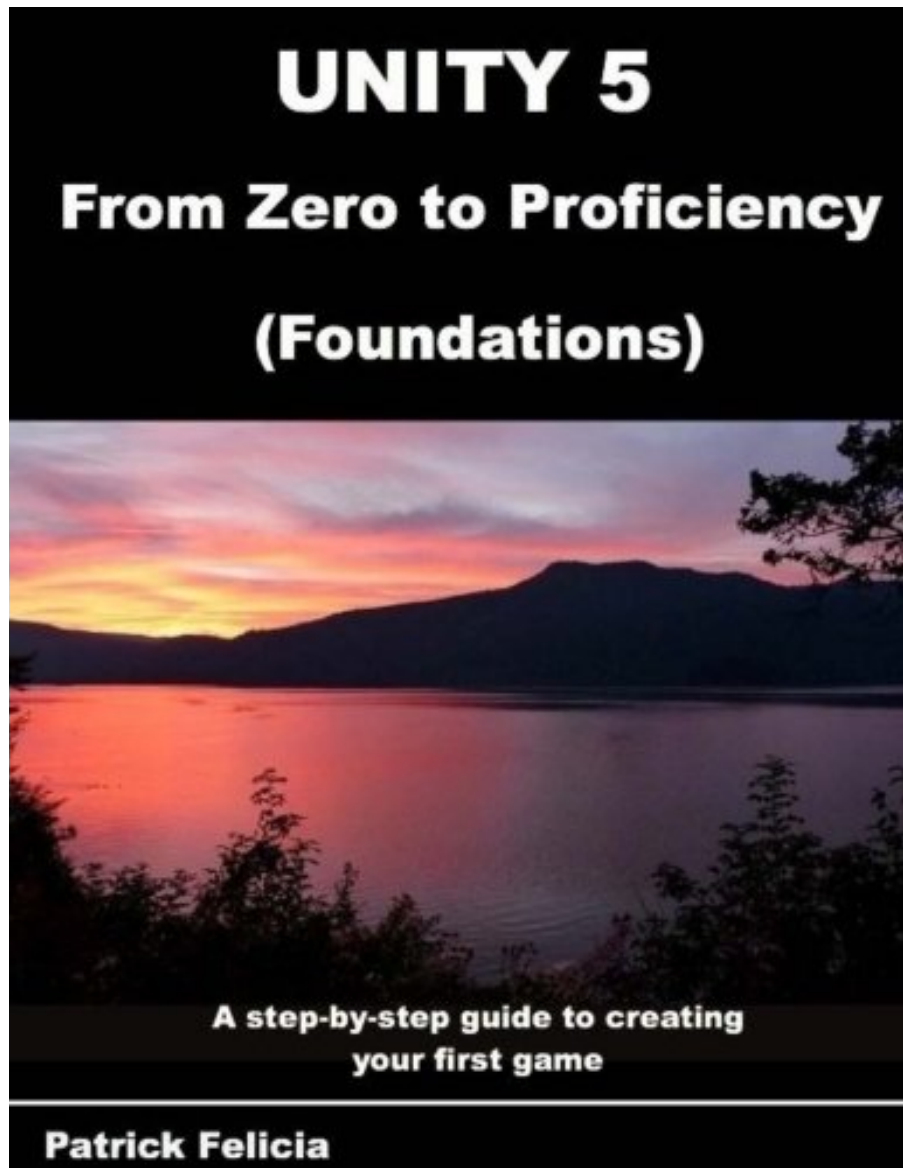


**UNITY 5 FROM ZERO TO PROFICIENCY
(FOUNDATIONS): A STEP-BY-STEP GUIDE
TO CREATING YOUR FIRST GAME BY P
PATRICK FELICIA**



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Review

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Why this book can help you to get started with Game Development

Creating 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. In 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.

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 first scene 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.

If you want to get started with Unity using a method that works: buy this book now!

- Sales Rank: #625742 in Books
- Brand: Felicia P Patrick
- Published on: 2016-02-25
- Original language: English
- Number of items: 1
- Dimensions: 11.00" h x .42" w x 8.50" l, 1.29 pounds
- Binding: Paperback
- 176 pages

Features

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8 of 8 people found the following review helpful.

Not Totally Bad

By Tomi Häsä

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.

3 of 3 people found the following review helpful.

Never touched Unity and this book gave me confidence that I can make games / apps with Unity

By DK

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 Patrick's books.

Yes it's 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.

10 of 11 people found the following review helpful.

Too many errors

By Carlos Trujillo

Full of errors, the book contradicts itself too many times, one page says 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.

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