

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

By Penny de Byl

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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.

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Editorial Review

From the Back Cover

Master game design and digital art principles simultaneously with this all-inone 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.

Users Review

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David Cain:

The ability that you get from Holistic Game Development with Unity: An All-in-One Guide to Implementing Game Mechanics, Art, Design and Programming could be the more deep you digging the information that hide within the words the more you get thinking about reading it. It does not mean that this book is hard to understand but Holistic Game Development with Unity: An All-in-One Guide to Implementing Game Mechanics, Art, Design and Programming giving you enjoyment feeling of reading. The author conveys their point in specific way that can be understood by means of anyone who read it because the author of this publication is well-known enough. This book also makes your own vocabulary increase well. It is therefore easy to understand then can go with you, both in printed or e-book style are available. We advise you for having this Holistic Game Development with Unity: An All-in-One Guide to Implementing Game Mechanics, Art, Design and Programming instantly.

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