Holistic Game Development with Unity: An All-in-one Guide to Implementing Game Mechanics, Art, Design, and Programming (Focal Press) (Paperback) - Common

By (author) Penny De Byl

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A guide to creating games in Unity. Taking you through game design, programming, and art, it helps you master essential digital art and design principles while learning the programming skills necessary to build interactivity into your games. It also presents a gentle introduction to essential 2D and 3D mathematical and physics concepts.

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