



Unity 5 for Android Essentials

By Valera Cogut

Packt Publishing Limited, United Kingdom, 2015. Paperback. Book Condition: New. 235 x 190 mm. Language: English . Brand New Book ***** Print on Demand *****.A fast-paced guide to building impressive games and applications for Android devices with Unity 5 About This Book * Design beautiful effects, animations, physical behaviors, and other different real-world features for your Android games and applications * Optimize your project and any other real-world projects for Android devices * Follows a tutorial-based approach to learning the best practices for accessing Android functionality, rendering high-end graphics, and expanding your project using Asset Bundles In Detail Unity is a very popular and effective technology for creating 2D and 3D games and applications. The Unity rendering engine provides great real-time rendering of high quality graphics without too much cost and effort. It boasts industry leading multi-platform support and world class monetization and retention services for mobile games, making it the first choice for many game developers across the world. Unity 5 is a great starting point for game developers looking to develop stunning and robust games. Starting with a refresher on the basics of Unity 5, this book will take you all the way through to creating your first...



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