



## Unity iOS Essentials

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By Robert Wiebe

Packt Publishing. Paperback. Book Condition: New. Paperback. 358 pages. Dimensions: 9.2in. x 7.5in. x 1.0in. Develop high performance, fun iOS games using Unity 3D Learn key strategies and follow practical guidelines for creating Unity 3D games for iOS devices. Learn how to plan your game levels to optimize performance on iOS devices using advanced game concepts. Full of tips, scripts, shaders, and complete Unity 3D projects to guide you through game creation on iOS from start to finish. In Detail Unity is the perfect tool for creating games for a number of platforms. Whether its for the iPhone, iPod Touch, iPad, or some combination of the three, this book takes a practical approach which maximizes performance while maintaining maximum compatibility across the entire mobile device line up. Unity iOS Essentials takes you through all aspects of Unity 3D game development for iOS. Mobile game development means thinking about mobile performance, multiple device screen resolutions, deploying a single application to multiple devices, understanding . NET integration, taking advantage of advanced lighting and culling systems, and integrating a mobile game with a server back end. This comprehensive book on developing Unity 3D games for iOS covers it all and demonstrates the concepts using...



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*This book will not be effortless to start on reading through but very exciting to learn. It is amongst the most remarkable book i have got go through. Once you begin to read the book, it is extremely difficult to leave it before concluding.*

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