



Mastering Unreal Engine 4.X (Paperback)

By Muhammad A Moniem

Packt Publishing Limited, United Kingdom, 2016. Paperback. Book Condition: New. 235 x 190 mm. Language: English . Brand New Book ***** Print on Demand *****.Take your game development skills to the next level with one of the best engines on the market About This Book * Build an entire AAA game level throughout the book * Take your C++ scripting skills to the next level and use them extensively to build the game * An advanced practical guide with a tutorial style approach that will help you make the best of Unreal engine 4 Who This Book Is For This book is for game developers who have a basic knowledge of Unreal Engine and C++ scripting knowledge. If you want to take the leap from a casual game developer to a full-fledged professional game developer with Unreal Engine 4, this is the book for you. What You Will Learn * Script your player controls in C++ * Build a superb and engaging level with advanced design techniques * Program AI with C++ * Use Cascade to add life to your games * Use custom shaders and advanced shading techniques to make things pretty * Implement an awesome UI in the...



READ ONLINE
[3.87 MB]

Reviews

These kinds of book is every thing and helped me hunting forward plus more. It is probably the most remarkable book we have read through. It is extremely difficult to leave it before concluding, once you begin to read the book.

-- **Everett Stanton**

A must buy book if you need to adding benefit. I am quite late in start reading this one, but better then never. Its been designed in an exceptionally easy way in fact it is only after i finished reading this publication where in fact modified me, alter the way in my opinion.

-- **Prof. London Gerlach**