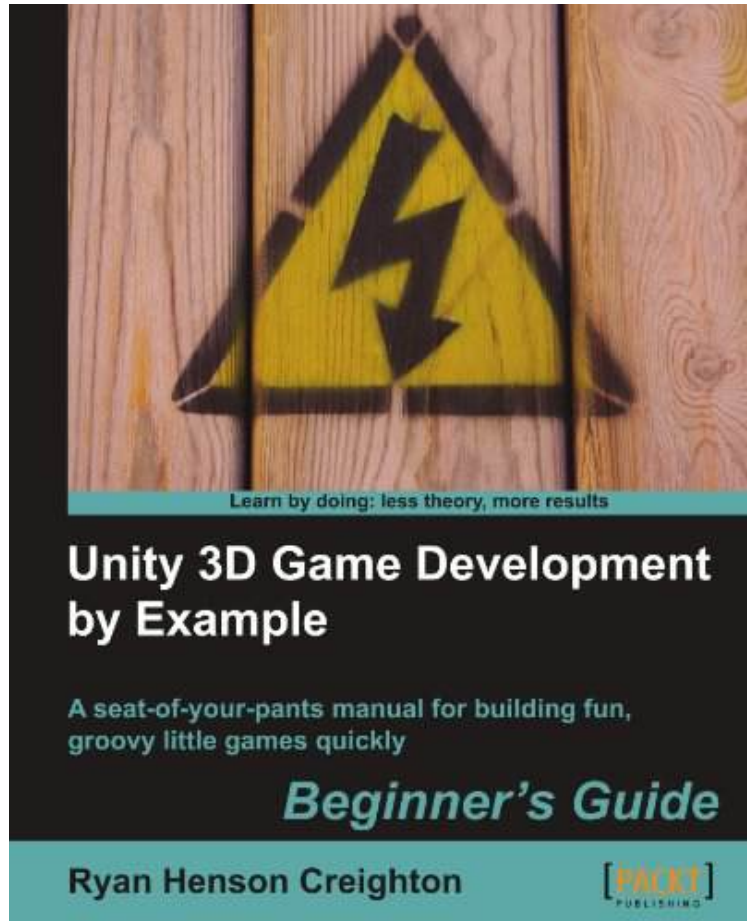


# Unity 3D Game Development by Example Beginner's Guide

*By Ryan Henson Creighton*



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38 of 39 review helpful Review Unity 3D Game Development by Example Beginner s Guide by Ryan Henson Creighton By chaneya Let me start right off by saying that this book is excellent If you paid attention to the title where it says Beginner s Guide you ll be very pleased with this book In particular for a beginner the pacing of the book is perfect The game examples that you create are nothing to get excited about The book takes a clear step by step approach to building small simple game projects It focuses on short attainable goals so that the reader can finish

something instead of trying to create a complex RPG or open world game that never sees the light of day This book encourages readers hungry for knowledge It does not go into gory detail about how every little knob and dial functions that s what the software manual is for Rather this book is the fastest path from About the Author Ryan is the founder of Untold Entertainment Inc a boutique game development studio in the heart of downtown Toronto Ryan got his start at a Canadian television broadcaster creating small simple games for kids and preschoolers By the time he

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