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Unity is the ultimate game development platform. Use Unity to build high-quality 3D and 2D games, deploy them across mobile, desktop, VR/AR, consoles or the Web, and connect with loyal and enthusiastic players and customers.

Unity Real-Time Development Platform | 3D, 2D VR & AR Engine

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Key Features Unleash the power of C# coding in Unity and the state of the art Unity rendering engine. Through this unique project-based approach, you will create 7-8 action-packed games from scratch. This assortment of games will take you on a fun-filled journey of becoming a full-fledged Unity game developer.

Unity 5.x Game Development Blueprints by John P. Doran

You will build a solid understanding of Unity 5.x, by focusing with the embedded tools to develop 2D games. In learning about these, along with

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accurate explanations and practical examples, you will design, develop, learn how to market and publish a delectable Tower Defense game about cupcakes versus pandas.

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Unity 5.x Game Development Projects [Video]

This course will take your Unity 5 knowledge to an advanced practical level; you'll build an action-packed 3D game and leverage the game framework you created. Throughout this game development you are going to take your Unity skills up a notch and learn how to create basic State Machines for your character entities, use Unity Physics to move things around, and learn how to create a Plugin for your Game Framework.

3D Game Development with Unity 5.x » GFextra

Unity is a cross-platform game engine developed by Unity Technologies, first announced and released in June 2005 at Apple Inc. 's Worldwide Developers Conference as a Mac OS X -exclusive game engine. As of 2018, the engine had been extended to support more than 25 platforms.

Unity (game engine) - Wikipedia

Unity is the ultimate game development platform. Use Unity to build high-quality 3D and 2D games, deploy them across mobile, desktop, VR/AR, consoles or the Web, and connect with loyal and enthusiastic players and customers.

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Game Audio Development with Unity 5X This is the code repository for Game Audio Development with Unity 5.X, published by Packt. It contains all the supporting project files necessary to work through the book from start to finish.

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Unity Learn provides award-winning free tutorials, sample projects, and full courses for mastering real-time 3D development skills with Unity Learn to make video games, VR, AR, and more.

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Among many projects, he has developed Gea2 (Sapienza) and Sticker Book (Dataware Games), and has consulted for Prosperity - Italy 1434 (Entertainment Game Apps, Inc) and Projekt I.D (RMIT). He is an active writer on game development, authoring Getting Started with Unity 5.x 2D

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