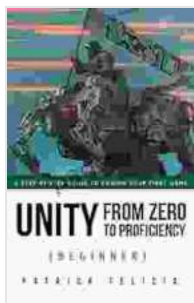


# Unity From Zero to Proficiency: Beginner



**Unity From Zero to Proficiency (Beginner): A step-by-step guide to coding your first game with Unity in C#.**

by Patrick Felicia

★★★★☆ 4.5 out of 5

Language : English  
File size : 9176 KB  
Text-to-Speech : Enabled  
Enhanced typesetting : Enabled  
Word Wise : Enabled  
Print length : 374 pages  
Lending : Enabled  
Screen Reader : Supported



Are you a complete beginner to Unity? Do you want to learn how to create stunning 3D games? Then this book is for you!

Unity From Zero to Proficiency: Beginner is the perfect guide for anyone who wants to learn Unity. It covers everything from the basics of the Unity interface to more advanced topics such as scripting, animation, and physics.

This book is packed with step-by-step instructions, screenshots, and code examples. It's also written in a clear and concise style that makes it easy to follow along.

By the end of this book, you'll be able to create your own 3D games with Unity. You'll also have a solid foundation in Unity that you can use to build

on your skills and knowledge.

## **What You'll Learn in This Book**

- The basics of the Unity interface
- How to create and import 3D models
- How to add lights and cameras to your scenes
- How to write scripts to control your game objects
- How to add animation to your characters
- How to use physics to create realistic interactions
- And much more!

## **Who This Book Is For**

This book is for anyone who wants to learn Unity. It's perfect for:

- Complete beginners who have no prior experience with Unity
- Hobbyists who want to learn how to create their own games
- Students who are studying game development
- Professionals who want to add Unity to their skillset

## **About the Author**

I'm a Unity developer with over 10 years of experience. I've worked on a variety of projects, from small indie games to large-scale AAA titles. I'm passionate about teaching others how to use Unity, and I'm confident that this book will help you achieve your goals.

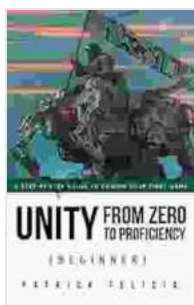
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