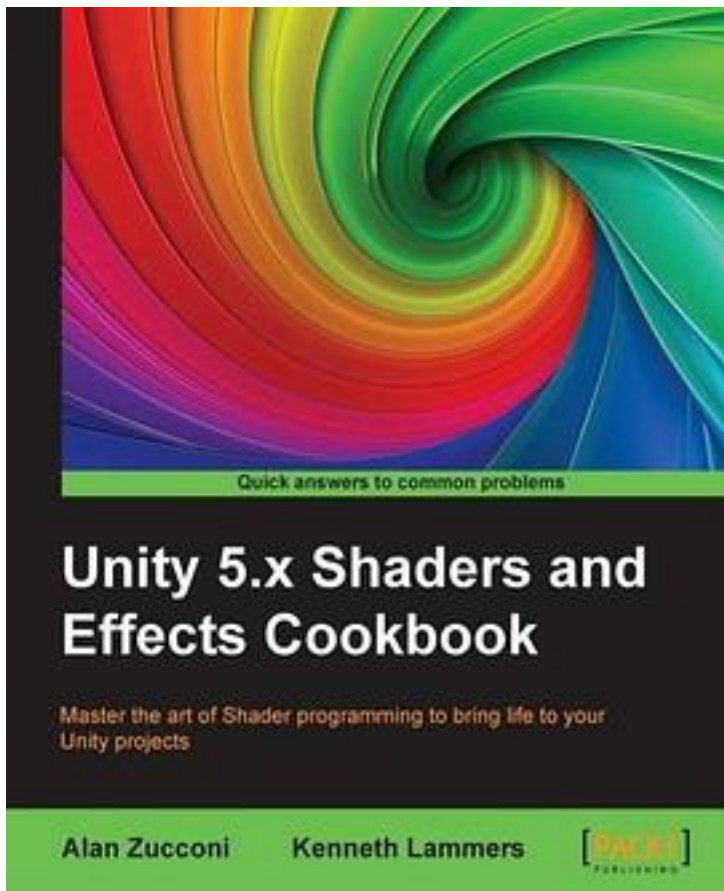# Unity 5.x Shaders and Effects Cookbook

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著者:Alan Zucconi

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This book will help you master the technique of physically based shading in Unity 5 to add realism to your game quickly through precise recipes

From an eminent author, this book offers you the fine technicalities of professional

post-processing effects for stunning results

This book will help you master Shader programming through easy-to-follow examples to create stunning visual effects that can be used in 3D games and high quality graphics.

作者介绍:

Alan Zucconi

Alan Zucconi is a passionate developer, author, and motivational speaker, recognized as one of Develop's "30 under 30." His expertise has been built over the past 10 years, while he dedicated his time to academia and the gaming industry. He started his independent career to fully explore his creativity, tearing down the wall between art and gaming. Prior to that, he worked at Imperial College London, where he discovered his passion for teaching and writing. His titles include the gravity puzzle, 0RBITALIS, and the upcoming time travel platformer, Still Time.

Kenneth Lammers

Kenneth Lammers has over 15 years of experience in the gaming industry, working as a character artist, technical artist, technical art director, and programmer. Throughout his career, he has worked on titles such as Call of Duty 3, Crackdown 2, Alan Wake, and Kinect Star Wars. He currently owns and operates Ozone Interactive along with his business partner, Noah Kaarbo. Together, they have worked with clients such as Amazon, Eline Media, IGT, and Microsoft. Kenny has worked for Microsoft Games Studios, Activision, and Surreal, and has recently gone out on his own, operating CreativeTD and Ozone Interactive. Kenny authored the first version of Unity Shaders and Effects Cookbook by Packt Publishing, and was very happy to be a part of the writing, updating and reviewing of this book.

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