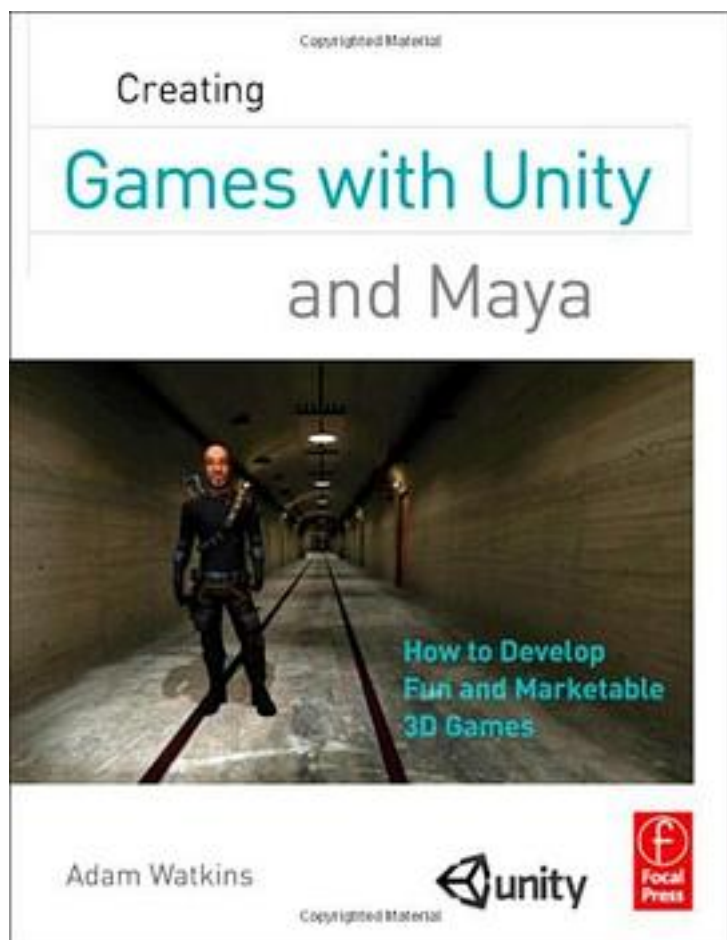# Creating Games with Unity and Maya

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Unity brings you ever closer to the "author once, deploy anywhere" dream. With its multiplatform capabilities, you can target desktop, web, mobile devices, and consoles using a single development engine. Little wonder that Unity has quickly become the #1

game engine out there. Mastering Unity is absolutely essential in an increasingly competitive games market where agility is expected, yet until now practical tutorials were nearly impossible to find. Creating Games with Unity and Maya gives you with an end-to-end solution for Unity game development with Maya. Written by a twelve-year veteran of the 3D animation and games industry and professor of 3D animation, this book takes you step-by-step through the process of developing an entire game from scratch-including coding, art, production, and deployment. This accessible guide provides a "non-programmer" entry point to the world of game creation. Aspiring developers with little or no coding experience will learn character development in Maya, scripts, GUI interface, and first- and third-person interactions.

Unity is HOT! It's the #1 game engine out there, and it's taken the game world by storm. Documentation is hard to find. Focal to the rescue. Learn Unityfrom the ground up. Build a game with no previous scripting knowledge, and make a game that's fun.

Authoritative - Author, Adam Watkins, is a 12 year veteran and author of several books and over 100 articles on 3D Animation. His students are the winners of multiple national and international animation awards and festivals. With this experience comes great insightinto the best ways to learn 3D art and gaming concepts.

Accessible to All Unity users (artists and programmers)- the author comes from an art background. He animated for many years before working in games. This provides a "non-programmer" entry point to the world of game creation.

Complete- this volume provides instruction from game inception to completion and delivery. The 3D creation and export begins, but applied functionality and delivery complete the book. In the course of the book,the reader will create effective and efficient 3D assets from scratch using Maya (including characters). Then, use these assets to create a functioning game complete with scripts, GUI interfaces, and first and third person interactions. --Companion website includes: original versions of the images, all completed files from the tutorials, important links, and all code from the book.

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