



Unreal Engine 4.X By Example (Paperback)

By Benjamin Colin Carnall

Packt Publishing Limited, United Kingdom, 2016. Paperback. Condition: New. Language: English . Brand New Book ***** Print on Demand *****.An example-based practical guide to get you up and running with Unreal Engine 4.X About This Book * A unique resource on Unreal with an interactive example based approach that is sure to get you up and running immediately * Will feature four unique game projects that increase in complexity which will enable readers to build their game development skills using Unreal Engine 4 and the C++ programming language * Will be the most up to date book in the market on Unreal with full coverage of the new features of UE4 Who This Book Is For Unreal Engine 4.X by Example was written for keen developers who wish to learn how to fully utilise Unreal Engine 4 to make awesome and engrossing game titles. Whether you are brand new to game development or a seasoned expert, you will be able to make use of the engine with C++. Experience with both C++ and other game engines is preferred before embarking on the Unreal by Example journey, but with a little external research into the basics of C++ programming, this book...



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The book is great and fantastic. it absolutely was written very properly and beneficial. It is extremely difficult to leave it before concluding, once you begin to read the book.

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