



# Unity 4 Fundamentals: Get Started at Making Games with Unity

*Alan Thorn*

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Get ahead of the game with Unity 4.

The Unity engine is the tool of choice for many indie and AAA game developers. *Unity 4 Fundamentals* gives readers a head start on the road to game development by offering beginners a comprehensive, step by step introduction to the latest Unity 4 engine. The author takes a theory-to-practice approach to demonstrate what Unity 4 has to offer which includes:

- Asset management tools
- Real-time lighting and lightmapping
- Particle systems
- Navigation and pathfinding

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