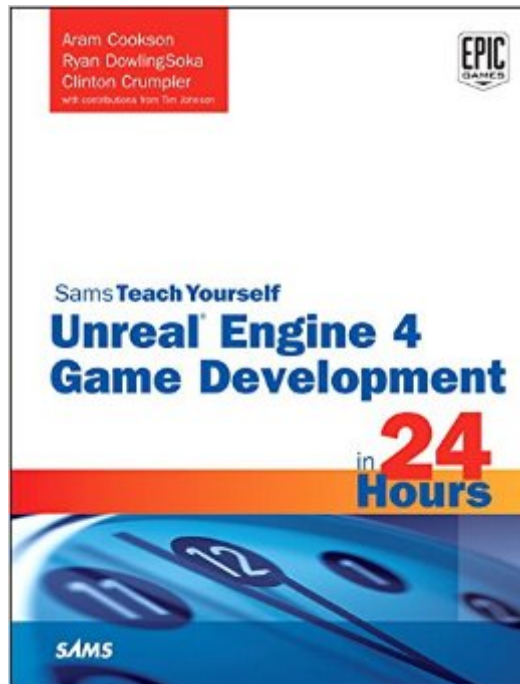


The book was found

Unreal Engine 4 Game Development In 24 Hours, Sams Teach Yourself



Synopsis

In just 24 lessons of one hour or less, learn how to start using Unreal Engine 4 to build amazing games for Windows, Mac, PS4, Xbox One, iOS, Android, the web, Linux—or all of them! Sams Teach Yourself Unreal Engine 4 Game Development in 24 Hours™ straightforward, step-by-step approach shows you how to work with Unreal Engine 4's interface, its workflows, and its most powerful editors and tools. In just hours you'll be creating effects, scripting warfare, implementing physics—even developing for mobile devices and HUDs. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Organize new projects and work with the Gameplay Framework Master Unreal's units and control systems Import 3D models and work with the Static Mesh Editor Create new landscapes and use Unreal's foliage system Bring characters and creatures to life with the Persona Editor Apply materials and build lighting Integrate and modify audio with the Unreal Sound Cue Editor Craft particle effects and simulate physics Set up and react to player inputs Build levels and entirely new worlds Get started with powerful Blueprint visual scripting system Script an arcade game from start to finish Create events that respond to player actions Spawn Actors during gameplay Design and create action-based encounters Optimize games for mobile devices and touch-based inputs Build menus with Unreal's UMG UI Designer Prepare your game for deployment Step-by-step instructions carefully walk you through the most common Unreal Engine 4 game development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and Exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions. All the project files and assets you'll need are available for download, including "before-and-after" files demonstrating initial setup and proper completion for every exercise. Â

Book Information

Series: Sams Teach Yourself

Paperback: 496 pages

Publisher: Sams Publishing; 1 edition (June 18, 2016)

Language: English

ISBN-10: 0672337622

ISBN-13: 978-0672337628

Product Dimensions: 7 x 1 x 9 inches

Shipping Weight: 1.6 pounds (View shipping rates and policies)

Average Customer Review: 4.0 out of 5 starsÂ Â See all reviewsÂ (6 customer reviews)

Best Sellers Rank: #118,629 in Books (See Top 100 in Books) #65 in Books > Computers & Technology > Games & Strategy Guides > Game Programming #1581 in Books > Computers & Technology > Programming

Customer Reviews

Ok, truth be told I am only abit more than half through this book, but by god it is a ton better then the other 5 or 6 that i bought before. It explains and takes you step by step through UE4 with out bad editing. It has given me a better grasp of the basics of UE4. It reads very easy as it is not riddled with typos and bad english translations. Got to say I like the quizzes and exerises at the end of each day to inforce what was learned. Great Job

Good book for beginners to learn basics of Unreal and Blueprints. Enjoyed the writing style and thought it was very clear and easy to digest.

Well written overview of the many different aspects of UE4.

[Download to continue reading...](#)

Unreal Engine 4 Game Development in 24 Hours, Sams Teach Yourself Sams Teach Yourself UNIX System Administration in 24 Hours (Sams Teach Yourself in 24 Hours) Swift in 24 Hours, Sams Teach Yourself (Sams Teach Yourself -- Hours) Sams Teach Yourself WordPerfect Office 2000 for Linux in 24 Hours (Teach Yourself -- 24 Hours) Sams Teach Yourself DirectX 7 in 24 Hours (Teach Yourself -- Hours) Sams Teach Yourself RoboHELP 2000 for HTML Help in 24 Hours (Teach Yourself -- Hours) Sams Teach Yourself ADO 2.5 in 21 Days (Sams Teach Yourself...in 21 Days) Alpha Teach Yourself Bookkeeping in 24 Hours (Alpha Teach Yourself in 24 Hours) Teach Yourself How to Become a Webmaster in 14 Days (Sams Teach Yourself) Sams Teach Yourself UNIX System Administration in 21 Days (Teach Yourself -- Days) Teach Yourself Unix Shell Programming in 14 Days (Sams Teach Yourself) Teach Yourself Database Programming With Delphi in 21 Days (Sams Teach Yourself) Teach Yourself Borland Delphi in 21 Days (Sams Teach Yourself) Teach Yourself Visual C++ in 21 Days (Sams Teach Yourself) Teach Yourself Java in 21 Days: Professional Reference Edition (Sams Teach Yourself) Sams Teach Yourself FreeBSD in 24 Hours Sams Teach Yourself the Windows Registry in 24 Hours Sams Teach Yourself Programming with Java in 24 Hours (4th Edition) Sams Teach Yourself Perl in 24 Hours (3rd Edition) Sams Teach Yourself HTML and CSS in 24 Hours (Includes New HTML 5 Coverage) (8th Edition)

[Dmca](#)