1.	Record Nr.	UNINA9910380734803321
	Autore	Nixon David
	Titolo	Beginning Unreal Game Development : Foundation for Simple to Complex Games Using Unreal Engine 4 / / by David Nixon
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2020
	ISBN	9781484256398
		1484256395
	Edizione	[1st ed. 2020.]
	Descrizione fisica	1 online resource (XXIV, 389 p. 401 illus.)
	Disciplina	794.8
	Soggetti	Computer games—Programming
		Computer programming
		Game Development
		Programming Techniques
	Lingua di pubblicazione	Inglese
	Formato	Materiale a stampa
	Livello bibliografico	Monografia
	Note generali	Includes index.
	Nota di contenuto	Chapter 1: Getting Started -- Chapter 2: Basic Concepts -- Chapter 3: The Level Editor -- Chapter 4: Actors -- Chapter 5: Blueprints -- Chapter 6: Players and Input -- Chapter 7: Collisions -- Chapter 8: User Interfaces -- Chapter 9: Audio -- Chapter 10: Additional Topics -- Chapter 11: Tutorials.-.
	Sommario/riassunto	Get started creating video games using Unreal Engine 4 (UE4) and learning the fundamentals of game development. Through hands-on, step-by-step tutorials, you will learn to design engaging environments and a build solid foundation for more complex games. Discover how to utilize the 3D game design software behind the development of immensely popular games for PC, console, and mobile. Beginning Unreal Game Development steers you through the fundamentals of game development with UE4 to design environments that both engage the player and are aesthetically pleasing. Author David Nixon shows you how to script logic, define behaviors, store data, and create characters. You will learn to create user interfaces, such as menus, load screens, and head-up displays (HUDs), and manipulate audio to add music, sound effects, and dialogue to your game. The book covers level editors, actor types, blueprints, character creation and control, and

much more. Throughout the book, you'll put theory into practice and create an actual game using a series of step-by-step tutorials. With a clear, step-by-step approach, Beginning Unreal Game Development builds up your knowledge of Unreal Engine 4 so you can start creating and deploying your own 3D video games in no time. You will: Learn the fundamentals of game design Understand how to use Unreal Engine 4 Design amazing levels for your characters to play in Script logic to control the behavior of the world you create.