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	Titolo	Beginning Unreal Engine 4 Blueprints Visual Scripting : Using C++: From Beginner to Pro / / by Satheesh Pv
	Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2021
	ISBN	1-4842-6396-0
	Edizione	[1st ed. 2021.]
	Descrizione fisica	1 online resource (XIII, 165 p. 135 illus., 1 illus. in color.)
	Disciplina	794.815
	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: Introduction to Unreal Engine 4 -- Chapter 2: Introduction to Blueprints -- Chapter 3: C++ and Unreal Engine -- Chapter 4: Gameplay Framework -- Chapter 5: Basic Physics and Raycasting -- Chapter 6: Importing Meshes, Textures, and Creating Materials -- Chapter 7: Project: Demo Game.
	Sommario/riassunto	Discover how Unreal Engine 4 allows you to create exciting games using C++ and Blueprints. This book starts with installing, launching, and examining the details of Unreal Engine. Next, you will learn about Blueprints and C++ and how to leverage them. The following chapters talk in detail about gameplay, basic physics, and ray-casting for game development in Unreal Engine. Furthermore, you'll create material, meshes, and textures. The last chapter brings all the concepts together by building a demo game. By the end of the book, you'll be equipped with the know-how and techniques needed to develop and deploy your very own game in Unreal Engine. You will: Discover Blueprints and how to apply them in Unreal Engine 4 Get started with C++ programming in Unreal Engine 4 Apply the concepts of physics and ray-casting Work with the Gameplay Framework.