



Mastering Unreal Engine 4.X

By Muhammad A Moniem

Packt Publishing Limited, United Kingdom, 2016. Paperback. Book Condition: New. 235 x 190 mm. Language: English . Brand New Book ***** Print on Demand *****.Take your game development skills to the next level with one of the best engines on the market About This Book * Build an entire AAA game level throughout the book * Take your C++ scripting skills to the next level and use them extensively to build the game * An advanced practical guide with a tutorial style approach that will help you make the best of Unreal engine 4 Who This Book Is For This book is for game developers who have a basic knowledge of Unreal Engine and C++ scripting knowledge. If you want to take the leap from a casual game developer to a full-fledged professional game developer with Unreal Engine 4, this is the book for you. What You Will Learn * Script your player controls in C++ * Build a superb and engaging level with advanced design techniques * Program AI with C++ * Use Cascade to add life to your games * Use custom shaders and advanced shading techniques to make things pretty * Implement an awesome UI in the...



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