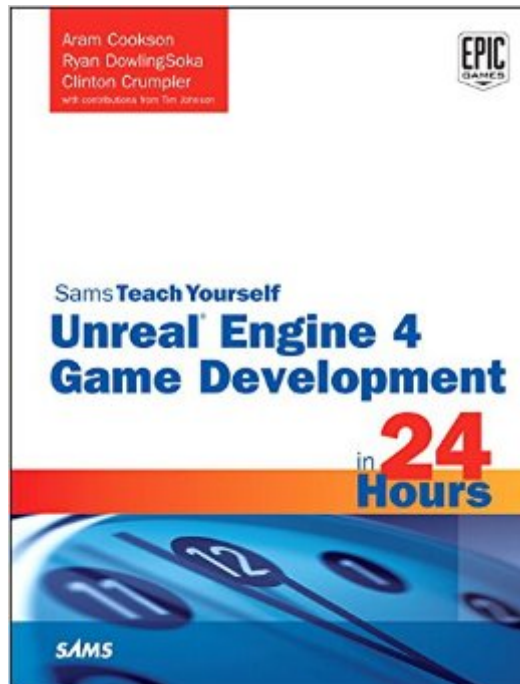


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Unreal Engine 4 Game Development In 24 Hours, Sams Teach Yourself



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

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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 excerises 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.

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