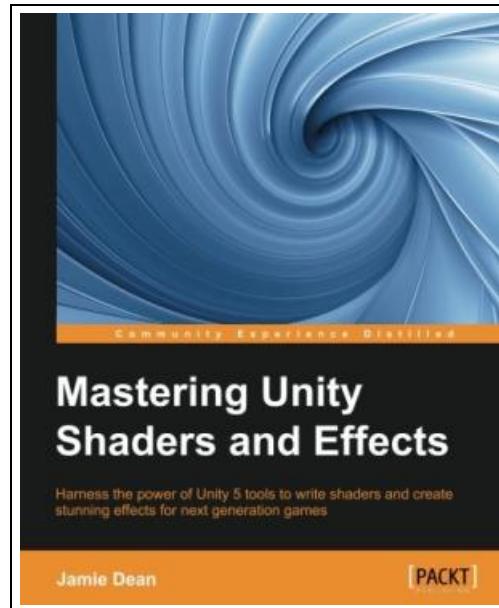


## Mastering Unity Shaders and Effects



Filesize: 2.03 MB

### **Reviews**

*This is an awesome publication i have at any time read. Of course, it is play, still an interesting and amazing literature. You will like just how the author write this book.*

*(Prof. Herta Mann)*

## MASTERING UNITY SHADERS AND EFFECTS

[DOWNLOAD](#)

Packt Publishing - ebooks Account. Paperback. Condition: New. 266 pages. Dimensions: 9.2in. x 7.5in. x 0.6in. Key Features Leverage the power of Unity 5 compatible shaders to create a variety of realistic surfaces Create amazing visual effects for your Unity 5. x games by blending advanced post-processing techniques and lighting effects Add that extra visual edge to your games by learning pro level techniques Book Description With the inclusion of Physically Based Shading and the Standard Shader, Unity has changed the game for independent and large scale developers alike. Never before has it been so easy to create startling high quality visuals in games and other interactive projects. This book will give you a solid understanding of the interaction of shaders, lighting and effects in Unity 5, and give you some great ideas for how you can maximize the visual impact of your own games for PC, mobile and other platforms. In the sequence of chapters you will find solutions to some of the major challenges to the creation of responsive and realistic looking games. As you work on example scenes, you will get to know the syntax of ShaderLab and CG languages, creating simple and complex shader solutions for a variety of different surface effects. You will see how Unitys responsive lighting solutions can be harnessed to build immersive and appealing game experiences. What you will learn Build your own custom shaders to suit a variety of organic and inorganic surfaces Create amazing visual effects using Unity 5s improved toolset Compare the advantages of Metallic and Specular workflows in Unitys Physically Based Lighting System Take your Unity 5 project to the next level with advanced real-time and baked lighting methods Design powerful particle effects Find out how shaders, materials, and scripts work together within the Unity framework Develop high-end and...

[Read Mastering Unity Shaders and Effects Online](#)[Download PDF Mastering Unity Shaders and Effects](#)

## You May Also Like

---



### **Boredom Busters: Lots of Exciting Kids' Projects That Will Banish Boredom for Ever**

How To Books Ltd, 2002. Paperback. Book Condition: New. Shipped from the UK within 2 business days of order being placed.

[Read ePub »](#)

---



### **Girl Heart Boy: Rumour Has It (Book 2)**

Penguin Books Ltd, United Kingdom, 2012. Paperback. Book Condition: New. 196 x 128 mm. Language: English . Brand New Book. Real love. Real lives. The real thing . Girl Heart Boy is the irresistible new...

[Read ePub »](#)

---



### **Games with Books : 28 of the Best Childrens Books and How to Use Them to Help Your Child Learn - From Preschool to Third Grade**

Book Condition: Brand New. Book Condition: Brand New.

[Read ePub »](#)

---



### **Games with Books : Twenty-Eight of the Best Childrens Books and How to Use Them to Help Your Child Learn - from Preschool to Third Grade**

Book Condition: Brand New. Book Condition: Brand New.

[Read ePub »](#)

---



### **Dont Line Their Pockets With Gold Line Your Own A Small How To Book on Living Large**

Madelyn DR Books. Paperback. Book Condition: New. Paperback. 106 pages. Dimensions: 9.0in. x 6.0in. x 0.3in.This book is about my cousin, Billy a guy who taught me a lot over the years and who...

[Read ePub »](#)