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## BUILDING A GAME WITH UNITY AND BLENDER (PAPERBACK)



Packt Publishing Limited, United Kingdom, 2015. Paperback. Condition: New. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*.Learn how to build a complete 3D game using the industry-leading Unity game development engine and Blender, the graphics software that gives life to your ideas About This Book \* Learn the fundamentals of two powerful tools and put the concepts into practice \* Find out how to design and build all the core elements required for a great game - from characters...

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- Authored by Lee Zhi Eng
- Released at 2015



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