

Learn Unity 2017 For Ios Game Development Create

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Discover how to use Unity with Xcode to create fun, imaginative 3D games for iPhone and iPad. This book shows you how to optimize your game for both speed and quality, how to test and profile your game, and how to get the most out of your iOS device features, including the gyroscope and accelerometer. You'll also learn how to incorporate the latest Game Center improvements in iOS into your game, how to make sure your game gets into the App Store, and even how to promote your app and track ...

[Learn Unity 2017 for iOS Game Development | SpringerLink](#)

Learn Unity 2017 for iOS Game Development Book Subtitle Create Amazing 3D Games for iPhone and iPad Authors. Allan Fowler; Philip Chu; Copyright 2017 Publisher Apress Copyright Holder Allan Fowler and Philip Chu eBook ISBN 978-1-4842-3174-6 DOI 10.1007/978-1-4842-3174-6 Softcover ISBN 978-1-4842-3173-9 Edition Number 2 Number of Pages XXI, 440 Number of Illustrations

[Learn Unity 2017 for iOS Game Development - Create Amazing...](#)

Just in time for the end of 2017, the second edition of my book Learn Unity 4 for iOS Game Development, published by Apress, is in print, and it ' s called Learn Unity 2017 for iOS Game Development.

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Learn Unity 2017 for iOS Game Development: Create Amazing 3D Games for iPhone and iPad. Book Description Discover how to use Unity with Xcode to create fun, imaginative 3D games for iPhone and iPad. This book shows you how to optimize your game for both speed and quality, how to test and profile your game, and how to get the most out of your iOS device features, including the gyroscope and accelerometer.

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Reviewed in the United States on November 28, 2017 This is a great book that would be suited to anyone that is wanting to develop Games for iOS devices. The book takes the reader through a hands-on experience from learning to use Unity to publishing the game on the App Store.

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Unity is an incredibly powerful and popular game creation tool, and Unity 5 brings even more great features, including Mecanim animation. If you have a great 3D game idea, and you want to make it a reality in the App Store, then Learn Unity 5 for iOS Game Development has exactly what you need.

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First open Unity project, open Demo scene, open Build Settings and switch to iOS platform, then hit Build. You can put output anywhere but better put it to some temporary folder such as /tmp. Once build succeeded, open Xcode project, select target device (Unity does not support x86_64) and hit Build and then run.

[GitHub - jiuolongw/swift-unity: Sample code that integrate...](#)

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