

Learn Unreal Engine by Creating a Complete Action Game



Unreal Engine C++ the Ultimate Developer's Handbook: Learn C++ and Unreal Engine by Creating a Complete Action Game by Stephen Ulibarri

★★★★☆ 4.4 out of 5

Language : English
File size : 32659 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Print length : 624 pages
Lending : Enabled



If you're looking to learn Unreal Engine 5 and create your own action game, this book is the perfect resource for you.

This comprehensive guide will take you through every step of the process, from initial setup to final polish. You'll learn how to:

- Set up your Unreal Engine project
- Create 3D models and environments
- Code your game using C++ and blueprints
- Implement physics and AI
- Design your game's levels

- Optimize your game for performance
- And much more!

By the end of this book, you'll have a fully functional action game that you can be proud of.

What You'll Learn

- The basics of Unreal Engine 5
- How to create 3D models and environments
- How to code your game using C++ and blueprints
- How to implement physics and AI
- How to design your game's levels
- How to optimize your game for performance

Who This Book Is For

This book is for anyone who wants to learn Unreal Engine 5 and create their own action game. Whether you're a complete beginner or have some experience with game development, this book will guide you through every step of the process.

About the Author

I am a game developer with over 10 years of experience in the industry. I have worked on a variety of games, from small indie titles to AAA blockbusters. I am passionate about sharing my knowledge and helping others to learn game development.

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*** **Cover image:**** A screenshot of the book's cover, with the title "Learn Unreal Engine by Creating a Complete Action Game" and the author's name. *** **Image of a game level:**** A screenshot of a level from the game that the book will help you create, with a character running through a forest. *** **Image of a character model:**** A screenshot of a character model that you will learn how to create in the book. *** **Image of a blueprint:**** A screenshot of a blueprint that you will learn how to use in the book to code your game.



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