How to Cheat in Unity 5: Tips and Tricks for Game Development

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Looking to become more efficient using Unity?

How to Cheat in Unity 5 takes a no-nonsense approach to help you achieve fast and effective results with Unity 5. Geared towards the intermediate user, *HTC in Unity 5* provides content beyond what an introductory book offers, and allows you to work more quickly and powerfully in Unity. Packed full with easy-to-follow methods to get the most from Unity, this book explores time-saving features for interface customization and scene management, along with productivity-enhancing ways to work with rendering and optimization. In addition, this book features a companion website at www.alanthorn.net, where you can download the book's companion files and also watch bonus tutorial video content.

• Learn bite-sized tips and tricks for effective Unity workflows

• Become a more powerful Unity user through interface customization

• Enhance your productivity with rendering tricks, better scene organization and more

• Better understand Unity asset and import workflows

• Learn techniques to save you time and money during development

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