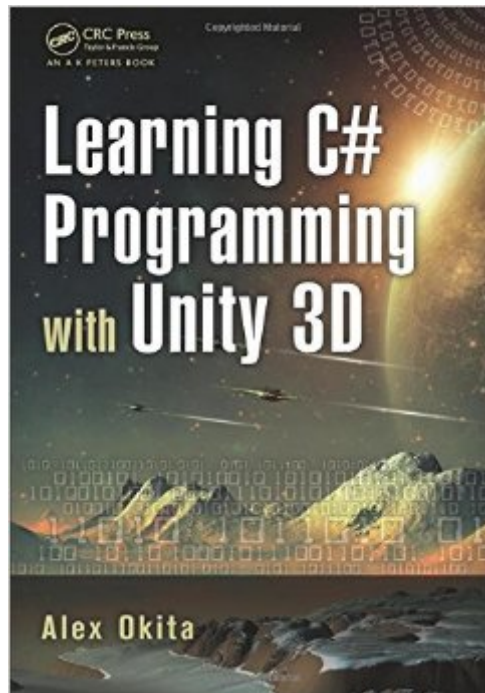# Learning C# Programming With Unity 3D

Synopsis

Designed to give you enough familiarity in a programming language to be immediately productive, Learning C# Programming with Unity 3D provides the basics of programming and brings you quickly up to speed. Organized into easy-to-follow lessons, the book covers how C# is used to make a game in Unity3D. After reading this book, you will be armed with the knowledge required to feel confident in learning more. Youâ ™ll have what it takes to at least look at code without your head spinning. Writing a massive multiplayer online role-playing game is quite hard, of course, but learning how to write a simple behavior isnâ ™t. Like drawing, you start off with the basics such as spheres and cubes. After plenty of practice, youâ ™ll be able to create a real work of art. This applies to writing codeâ •you start off with basic calculations, then move on to the logic that drives a complex game. By the end of this book, you will have the skills to be a capable programmer, or at least know what is involved with how to read and write code. Although you could go online and find videos and tutorials, there is a distinct advantage when it comes to learning things in order and in one place. Most online tutorials for C# are scattered, disordered, and incohesive. Itâ ™s difficult to find a good starting point, and even more difficult to find a continuous list of tutorials to bring you to any clear understanding of the C# programming language. This book not only gives you a strong foundation, but puts you on the path to game development.

Book Information

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Customer Reviews

I'm only 50 pages into it, but it's exactly what I'm looking for. It's very readable and very

approachable. The writing is somewhat technical, but very well explained. This is not your boring textbook or reference book.I'm a high school teacher looking to start a game development course using Unity and C#. This book looks like it could easily be the text for the class or at the very least a fantastic supplement. The tone and apparent philosophy of the author matches up with a progressive educational philosophy. He says "The only way to learn new tricks is to find the necessity to solve a new problem for which I haven't already figured out a solution." As a teacher I couldn't agree more! That is the very reason I want to start a game dev class.I've been working with Unity for almost 12 months and using C# for about 9 months. The book has taught me plenty in the first 50 pages that I couldn't and haven't learned on YouTube or in a handful of other books. This book is about programming. It's not a walk-through of the interface or how to import art work. It's probably not the best "first book" if you don't know Unity. But! If you're figured out the basics in Unity and are looking to flesh out the programming side then just push the button. Buy it. Well worth the price of admission.Update: I'm now about 250 pages in and it's still a great book. If you're REALLY wanting to learn to program Unity with C# this is the book. The rest that I've read just scratch the surface leaving me searching the internet for additional info. Now if someone would just write an equally good book on networking/multiplayer in Unity...

I love this book and have learned so much about programming, especially coming from the artist perspective. This book is like a bible to me.The author has taken the time to address the issues of the files missing on github, so I have changed my rating from 4 stars to 5.I love the book and would recommend it to anyone who wants to learn at their pace and really understand the nuances of C# in Unity3D. =)

A very good book for someone that is comfortable in Java and thinks they understand C#. I appreciate the separation of difficulty in language levels and the view point from someone who started on the art side and worked their way back to programming.

I love the short,concise paragraphs, nothing makes my eyes glaze over like a wall of text and I loved the bits of computer science history the author throws in in context. He obviously really loves the subject matter. Highly recommended!

This is a somewhat specific subject, but it is exactly what I needed at the moment. The way Alex reflects his years of expertise in the field makes this a very enjoyable book, which has taught me the

foundations of OOP followed immediately by practical examples. I don't get his obsession with zombies :P but i think the examples make it easy to remember each concept. I will never go back to shallow video tutorials from the web. Please write more books!

While I'm only about 1/4 the way through, I'm already of the opinion that this book is not only the best book on C# for Unity, it's one of the best books I've seen on scripting/programming. I think this is because of the author's background as an artist. He writes so as to make things understandable to "visual" people, artists who just want to make a Unity project without having to depend on the mercies of a programmer. The explanations are all extremely clear, the exercises have far more visual feedback than the usual "do a lot of typing and you'll see that sometimes a lowercase 'a' appears in the debug log and other times it's an uppercase 'A'...." type of tedious introductory.

Other than learning Java in an introductory programming class for school, I don't have much experience with programming. However, the course I am taking now is requiring that we learn C# using unity. The instructor's curriculum was designed with the expectation that students are going to cover a lot of material outside of class and labs are all based on unity projects; the books recommended for the class aren't as helpful as I'd hoped and none are based on learning through unity. I am definitely grateful this book is out there because there are SO very few books that use unity as a platform for learning C#, particularly those who still aren't completely comfortable with the language.

This is the best resource I've found to learn programming with Unity 3D. My only complaint is that I wish there was more hands-on learning than theory. I'm only halfway through the book, so hopefully that picks up. This book will definitely be an excellent reference. Tons of examples and the author is good at communicating how things work.

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