

## Unity From Zero To Proficiency Intermediate A Step By Step Guide To Coding Your First Game In C With Unity Second Edition February 2018

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The Series "Unity from Zero to Proficiency" includes 5 books: (1) Foundations, (2) Beginner, (3) Intermediate, (4) Advanced, and (5) Proficient. Without this series, most people spend too long trying to learn how to use Unity or C# the hard way. This book series is the only one that will get you to learn Unity and C# fast without wasting so much ...

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Books | Learn to Create Games  
This book is the first book in the series "Unity from Zero to Proficiency" where you will learn to code fast and be able to create your own video games with Unity in no time. What you will learn After completing this book, you will be able to: Know and master the features that you need to create 2D and 3D environments for your games.

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Who is "Unity from Zero to Proficiency (Proficient): RPG Creation" for This course is for students who want to learn to create an RPG, improve their C# skills and learn how to develop a game and code that can be maintained and expanded easily over time. What prerequisite (e.g., C# or Unity skills) do I need to start this course?

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