

Getting Started with Unity 5

Leverage the power of Unity 5 to create
amazing 3D games

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About the Author

Dr. Edward Lavieri is a veteran game designer and developer with a strong academic background. He earned a doctorate of computer science from Colorado Technical University, and three masters of science degrees in management information systems from Bowie State University. His formal education includes instructional design (from Capella University) and operations management (from the University of Arkansas), demonstrating his passion for academic pursuits. He has developed and taught computer-related courses since 2002 and currently teaches at Southern New Hampshire University. Edward retired from the US Navy after 25 years as an intelligence specialist and command master chief.

As the founder and creative director of three19, a software design and development studio, Edward is constantly developing software. He uses Unity as one of his primary game development tools. He focuses on developing adaptive learning systems, educational games, and mobile apps.

Edward authored *Adaptive Learning for Educational Game Design*, *CreateSpace Independent Publishing Platform*, *LiveCode Mobile Development HOTSHOT*, *Packt Publishing*, *LiveCode Mobile Development Cookbook*, *Packt Publishing*, *Software Consulting: A Revolutionary Approach*, *CreateSpace Independent Publishing Platform*, and was the technical editor of *Excel Formulas and Functions for Dummies*, *Ken Bluttman*, *Wiley Publishing*. He has also developed numerous college courses, involving computer science and information systems.

I would like to thank Colt for always bringing a smile to my face and heart. To Noel and Josh, thank you for being in my life and creating Colt. I love all three of you. My deepest appreciation and love goes to Brenda. You are my world and let me tell you, I do love living in it. I would like to express my gratitude to Fuel So Good Coffee Roasters for fueling my writing and game development. I would also like to thank the expert team at Packt Publishing, including Harshit, Owen, Govindan, Shweta, Nikhil, the reviewers, technical editors, proofreaders, indexers, and the marketing team. It is a pleasure to have worked with such an amazing team.

About the Reviewers

Adam Larson has been programming since 2001. His first venture into the game industry started as a programmer, working on digital downloadable titles for Xbox Live Arcade. Since then, he has worked on titles on every modern platform. Adam discovered Unity about 5 years ago, and has been a huge advocate of it as it has grown into the powerhouse it is today.

He currently manages Zymo Entertainment, a small start-up located near Green Bay, Wisconsin. The company focuses on business applications using Unity 3D as well as video games.

I really want to thank my coworkers at Zymo Entertainment, as they've let me bounce a few ideas off of them.

Michael E. Miles purchased his first computer in 1979 and since then, he has been hooked on to programming, specifically at the machine language level. The Z80 (TRS80) and 6502 (Apple II) microprocessors were top-of-the-line processors at that time, and he began programming by creating custom commands for each of the BASIC languages of these machines. As the graphic capabilities of PCs increased, his interest in graphics and animation took over with the introduction of AutoCAD. Combining his love for computer graphics and aircrafts, he became an aerospace manufacturing engineer, creating visual/animated fabrication and installation instructions for the manufacture of aircraft structures. To formulate these instructions, he frequently uses CATIA, Blender, After Effects, and has recently been incorporating game engines into his workflows, specifically, Unity and Unreal Engine 4. Michael currently works for various aerospace companies in the aerospace and defense industry as a contract manufacturing engineer, and is originally from Seattle, Washington.

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