

# Unreal Engine VR Cookbook

## Developing Virtual Reality with UE4 Game Design

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### BOOK DETAILS

- Author : Mitch McCaffrey
- Pages : 288 Pages
- Publisher : Addison-Wesley Professional
- Language : English
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## BOOK SYNOPSIS

Want to make games for Windows, Mac, iPad, Android, the web, game consoles, or all of them? Don't know where to begin? Download Unreal Engine 4 for free, and get this book! In just 24 lessons of one hour or less, Sams Teach Yourself Unreal Engine 4 Game Development in 24 Hours will help you master every step of the game development process, and bring everything together in real projects that create real games. Each short, easy lesson builds on all that comes before, guiding you smoothly to mastery. The authors cover all this, and much more: How games and game projects are organized What Unreal Engine 4 does, and how it works Essential Unreal Engine 4 terminology and techniques Creating levels Editing materials, landscape, and foliage Integrating audio into your games Creating amazing effects with the Cascade Editor and Unreal's particle system Visually scripting your games, including level blueprints and FPS encounters Implementing game physics Recognizing and reacting to user inputs Building your executable Working with motion graphics, interfaces, and HUDs Scripting arcade shooters Developing for mobile devices And much more All the project files and assets you'll need are available for download, including "before-and-after" files demonstrating initial setup and proper completion for every exercise. Throughout, step-by-step instructions walk you through common questions, issues, and tasks; Q-and-As, Quizzes, and Exercises build and test your knowledge; "Did You Know?" tips offer insider advice and shortcuts; and "Watch Out!" alerts help you avoid problems. By the time you're finished, you'll have all the skills and code you'll need to build great games with Unreal Engine 4 - no matter what kind of game you want to create, or where you want to deliver it.

### **UNREAL ENGINE VR COOKBOOK DEVELOPING VIRTUAL REALITY WITH UE4 GAME DESIGN**

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