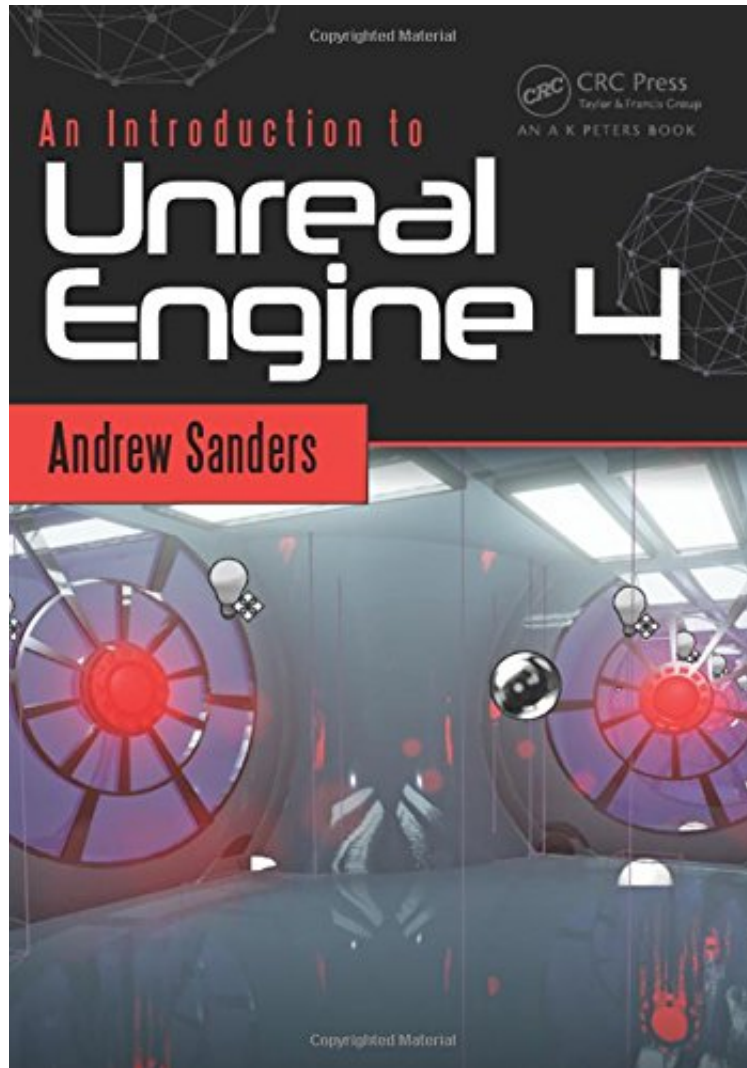


[Free pdf] An Introduction to Unreal Engine 4 (Focal Press Game Design Workshops)

## An Introduction to Unreal Engine 4 (Focal Press Game Design Workshops)

Andrew Sanders

*\*Download PDF | ePub | DOC | audiobook | ebooks*



#224669 in Books 2016-09-22Original language:EnglishPDF # 1 9.90 x .60 x 6.90l, .0 #File Name: 1498765092270 pages | File size: 16.Mb

**Andrew Sanders : An Introduction to Unreal Engine 4 (Focal Press Game Design Workshops)** before purchasing it in order to gage whether or not it would be worth my time, and all praised An Introduction to Unreal Engine 4 (Focal Press Game Design Workshops):

0 of 0 people found the following review helpful. Great book for beginnersBy XavierGreat book for those looking to get started with Unreal 4 the author has made the projects very clear and easy to follow by the time you finish the book you'll be more then ready to create your own environments in Unreal 4.definitely a must buy0 of 0 people found the

following review helpful. Not worth your money  
By Staffan Angere  
The nice thing is that it contains lots of pictures. The downside is that it contains almost no actual information. There is nothing here you cannot learn just as well from watching a few youtube videos or reading a tutorial or two. Contrary to what is claimed, the author very rarely explains why things are done one way rather than another (e.g. why not use collision volumes generated from meshes?) but rather rushes through the construction of a specific level mechanically, using pre-designed parts.  
1 of 1 people found the following review helpful. A great starter book  
By Drew  
With access to the materials (introtounrealengine4.com) you can breeze through the lessons in the book, quickly and easily.

This book serves as an introduction to the level design process in Unreal Engine 4. By working with a number of different components within the Unreal Editor, readers will learn to create levels using BSPs, create custom materials, create custom Blueprints complete with events, import objects, create particle effects, create sound effects and combine them to create a complete playable game level. The book is designed to work step by step at the beginning of each chapter, then allow the reader to complete similar tasks on their own to show an understanding of the content. A companion website with project files and additional information is included.