



Mastering Unreal Engine 4.X

By Muhammad A. Moniem

Download now

Read Online ➔

Mastering Unreal Engine 4.X By Muhammad A. Moniem

Key Features

- Build an entire AAA game level throughout the book
- Take your C++ scripting skills to the next level and use them extensively to build the game
- An advanced practical guide with a tutorial style approach that will help you make the best of Unreal engine 4

Book Description

Unreal Engine 4 has garnered a lot of attention in the gaming world because of its new and improved graphics and rendering engine, the physics simulator, particle generator, and more. This book is the ideal guide to help you leverage all these features to create state-of-the-art games that capture the eye of your audience.

Inside we'll explain advanced shaders and effects techniques and how you can implement them in your games. You'll create custom lighting effects, use the physics simulator to add that extra edge to your games, and create customized game environments that look visually stunning using the rendering technique. You'll find out how to use the new rendering engine efficiently, add amazing post-processing effects, and use data tables to create data-driven gameplay that is engaging and exciting.

By the end of this book, you will be able to create professional games with stunning graphics using Unreal Engine 4!

What you will learn

- Script your player controls in C++
- Build a superb and engaging level with advanced design techniques
- Program AI with C++
- Use Cascade to add life to your games
- Use custom shaders and advanced shading techniques to make things pretty
- Implement an awesome UI in the game
- Control gameplay using data tables

About the Author

Muhammad A.Moniem started in the industry at a very early age. He taught himself everything related to the game development process even before he joined college. After becoming a software engineer, he started to teach himself the art of game design and game art techniques. As a self-taught person, he was able to find his way into the industry very easily, which led him to be hired for big, medium, and small companies, titles, and teams.

Throughout his career, he has been able to contribute as a full-time or part-time employee or freelancer on games for a wide range of platforms, including Windows, Mac, iOS, Android, PS4, Xbox One, and OUYA. He has also worked with technologies such as VR, AR, and Kinect. Muhammad started using Unreal Engine 3 in 2007, moved to Unreal Engine 4 when it became available to the public in 2014, and has used UDK for some indie games.

Eventually, he was able to establish his own one-person game company/team as a part-time independent developer. A lot of his indie games have received recognition or have been finalists at international indie game events, such as IGF, Indie Showcase, IGC, and Tokyo Game Show. You can get in touch via twitter @_mamoniem

He has also worked on Learning Unreal® Engine iOS Game Development, Packt Publishing, which is available at <https://www.packtpub.com/game-development/learning-unreal-engine-ios-game-development>, and Unreal Engine Lighting and Rendering Essentials, which is available at <https://www.packtpub.com/gamedevelopment/unreal-engine-lighting-and-rendering-essentials>.

Table of Contents

1. Preparing for a Big Project
2. Setting Up Your Warrior
3. Designing Your Playground
4. The Road to Thinkable AI
5. Adding Collectables
6. The Magic of Particles
7. Enhancing the Visual Quality
8. Cinematics and In-Game Cutscenes
9. Implementing the Game UI
10. Save the Game Progress
11. Controlling Gameplay via Data Tables
12. Ear Candy
13. Profiling the Game Performance
14. Packaging the Game

 [Download Mastering Unreal Engine 4.X ...pdf](#)

 [Read Online Mastering Unreal Engine 4.X ...pdf](#)

Mastering Unreal Engine 4.X

By Muhammad A.Moniem

Mastering Unreal Engine 4.X By Muhammad A.Moniem

Key Features

- Build an entire AAA game level throughout the book
- Take your C++ scripting skills to the next level and use them extensively to build the game
- An advanced practical guide with a tutorial style approach that will help you make the best of Unreal engine 4

Book Description

Unreal Engine 4 has garnered a lot of attention in the gaming world because of its new and improved graphics and rendering engine, the physics simulator, particle generator, and more. This book is the ideal guide to help you leverage all these features to create state-of-the-art games that capture the eye of your audience.

Inside we'll explain advanced shaders and effects techniques and how you can implement them in your games. You'll create custom lighting effects, use the physics simulator to add that extra edge to your games, and create customized game environments that look visually stunning using the rendering technique. You'll find out how to use the new rendering engine efficiently, add amazing post-processing effects, and use data tables to create data-driven gameplay that is engaging and exciting.

By the end of this book, you will be able to create professional games with stunning graphics using Unreal Engine 4!

What you will learn

- Script your player controls in C++
- Build a superb and engaging level with advanced design techniques
- Program AI with C++
- Use Cascade to add life to your games
- Use custom shaders and advanced shading techniques to make things pretty
- Implement an awesome UI in the game
- Control gameplay using data tables

About the Author

Muhammad A.Moniem started in the industry at a very early age. He taught himself everything related to the game development process even before he joined college. After becoming a software engineer, he started to teach himself the art of game design and game art techniques. As a self-taught person, he was able to find his way into the industry very easily, which led him to be hired for big, medium, and small companies, titles, and teams.

Throughout his career, he has been able to contribute as a full-time or part-time employee or freelancer on games for a wide range of platforms, including Windows, Mac, iOS, Android, PS4, Xbox One, and OUYA.

He has also worked with technologies such as VR, AR, and Kinect. Muhammad started using Unreal Engine 3 in 2007, moved to Unreal Engine 4 when it became available to the public in 2014, and has used UDK for some indie games.

Eventually, he was able to establish his own one-person game company/team as a part-time independent developer. A lot of his indie games have received recognition or have been finalists at international indie game events, such as IGF, Indie Showcase, IGC, and Tokyo Game Show. You can get in touch via twitter @_mamoniem

He has also worked on Learning Unreal® Engine iOS Game Development, Packt Publishing, which is available at <https://www.packtpub.com/game-development/learning-unreal-engine-ios-game-development>, and Unreal Engine Lighting and Rendering Essentials, which is available at <https://www.packtpub.com/gamedevelopment/unreal-engine-lighting-and-rendering-essentials>.

Table of Contents

1. Preparing for a Big Project
2. Setting Up Your Warrior
3. Designing Your Playground
4. The Road to Thinkable AI
5. Adding Collectables
6. The Magic of Particles
7. Enhancing the Visual Quality
8. Cinematics and In-Game Cutscenes
9. Implementing the Game UI
10. Save the Game Progress
11. Controlling Gameplay via Data Tables
12. Ear Candy
13. Profiling the Game Performance
14. Packaging the Game

Mastering Unreal Engine 4.X By Muhammad A.Moniem Bibliography

- Sales Rank: #1124952 in Books
- Published on: 2016-06-30
- Released on: 2016-06-30
- Original language: English
- Dimensions: 9.25" h x .87" w x 7.50" l, 1.45 pounds
- Binding: Paperback
- 384 pages

 [Download Mastering Unreal Engine 4.X ...pdf](#)

 [Read Online Mastering Unreal Engine 4.X ...pdf](#)

Editorial Review

About the Author

Muhammad A.Moniem

Muhammad A.Moniem started in the industry at a very early age. He taught himself everything related to the game development process even before he joined college. After becoming a software engineer, he started to teach himself the art of game design and game art techniques. As a self-taught person, he was able to find his way into the industry very easily, which led him to be hired for big, medium, and small companies, titles, and teams. Throughout his career, he has been able to contribute as a full-time or part-time employee or freelancer on games for a wide range of platforms, including Windows, Mac, iOS, Android, PS4, Xbox One, and OUYA. He has also worked with technologies such as VR, AR, and Kinect. Muhammad started using Unreal Engine 3 in 2007, moved to Unreal Engine 4 when it became available to the public in 2014, and has used UDK for some indie games. Eventually, he was able to establish his own one-person game company/team as a part-time independent developer. A lot of his indie games have received recognition or have been finalists at international indie game events, such as IGF, Indie Showcase, IGC, and Tokyo Game Show. You can get in touch via twitter @_mamoniem He has also worked on Learning Unreal® Engine iOS Game Development, Packt Publishing, which is available at <https://www.packtpub.com/game-development/learning-unreal-engine-ios-game-development>, and Unreal Engine Lighting and Rendering Essentials, which is available at <https://www.packtpub.com/gamedevelopment/unreal-engine-lighting-and-rendering-essentials>.

Users Review

From reader reviews:

Cedric Baker:

Have you spare time for the day? What do you do when you have far more or little spare time? Yeah, you can choose the suitable activity regarding spend your time. Any person spent their very own spare time to take a go walking, shopping, or went to the actual Mall. How about open or perhaps read a book eligible Mastering Unreal Engine 4.X? Maybe it is for being best activity for you. You realize beside you can spend your time using your favorite's book, you can better than before. Do you agree with its opinion or you have various other opinion?

Robert Carroll:

The book Mastering Unreal Engine 4.X can give more knowledge and also the precise product information about everything you want. Why then must we leave the good thing like a book Mastering Unreal Engine 4.X? Several of you have a different opinion about guide. But one aim this book can give many information for us. It is absolutely appropriate. Right now, try to closer with the book. Knowledge or details that you take for that, you can give for each other; you may share all of these. Book Mastering Unreal Engine 4.X has simple shape nevertheless, you know: it has great and big function for you. You can appearance the enormous world by open up and read a book. So it is very wonderful.

Alberta Keyes:

The e-book with title Mastering Unreal Engine 4.X contains a lot of information that you can study it. You can get a lot of gain after read this book. This book exist new know-how the information that exist in this book represented the condition of the world right now. That is important to yo7u to learn how the improvement of the world. This book will bring you with new era of the syndication. You can read the e-book with your smart phone, so you can read this anywhere you want.

James Melendez:

Can you one of the book lovers? If so, do you ever feeling doubt if you are in the book store? Aim to pick one book that you never know the inside because don't ascertain book by its protect may doesn't work is difficult job because you are scared that the inside maybe not as fantastic as in the outside appearance likes. Maybe you answer could be Mastering Unreal Engine 4.X why because the amazing cover that make you consider in regards to the content will not disappoint anyone. The inside or content is fantastic as the outside or perhaps cover. Your reading 6th sense will directly assist you to pick up this book.

**Download and Read Online Mastering Unreal Engine 4.X By
Muhammad A.Moniem #H13OFE8BC50**

Read Mastering Unreal Engine 4.X By Muhammad A.Moniem for online ebook

Mastering Unreal Engine 4.X By Muhammad A.Moniem Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Mastering Unreal Engine 4.X By Muhammad A.Moniem books to read online.

Online Mastering Unreal Engine 4.X By Muhammad A.Moniem ebook PDF download

Mastering Unreal Engine 4.X By Muhammad A.Moniem Doc

Mastering Unreal Engine 4.X By Muhammad A.Moniem Mobipocket

Mastering Unreal Engine 4.X By Muhammad A.Moniem EPub

H130FE8BC50: Mastering Unreal Engine 4.X By Muhammad A.Moniem