

Unity 2017 Game Optimization - Second Edition



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Reviews

The best book i actually go through. It can be full of wisdom and knowledge Once you begin to read the book, it is extremely difficult to leave it before concluding.

(Prof. Greg Herzog)

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Packt Publishing - ebooks Account. Paperback. Condition: New. 357 pages. Dimensions: 9.2in. x 7.5in. x 0.8in. Key Features Discover features and techniques to optimize Unity Engines CPU cycles, memory usage, and the GPU throughput of any application Monitor and analyze Unity performance issues Learn the best practices for project organization to save time through an improved workflow Book Description Unity is an awesome game development framework. Through its massive feature-set and ease-of-use, Unity helps put some of the best processing and rendering technology in the hands of hobbyists and professionals alike. This book shows you how to make your games fly with the recent version of Unity 2017, and demonstrates that high performance does not need to be limited to games with the biggest teams and budgets. Since nothing turns gamers away from a game faster than a poor user-experience, the book starts by explaining how to use the Unity Profiler to detect problems. You will learn how to use stopwatches, timers and logging methods to diagnose the problem. You will then explore techniques to improve performance through better programming practices. Moving on, you will then learn about Unity's built-in batching processes; when they can be used to improve performance, and their limitations. Next, you will import your art assets using minimal space, CPU and memory at runtime, and discover some underused features and approaches for managing asset data. You will also improve graphics, particle system and shader performance with a series of tips and tricks to make the most of GPU parallel processing. You will then delve into the fundamental layers of the Unity3D engine to discuss some issues that may be difficult to understand without a strong knowledge of its inner-workings. The book also introduces you to the critical performance problems for VR projects and how to tackle them. By the end of the...

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