

Enhance And Extend The Performance Of All Aspects Of Your Unity Games 3rd

Welcome to the third edition of my book, Enhance And Extend The Performance Of All Aspects Of Your Unity Games. This book is a comprehensive guide to optimizing the performance of your Unity games. It covers all aspects of game development, from coding to graphics to audio.



Unity Game Optimization: Enhance and extend the performance of all aspects of your Unity games, 3rd Edition by Emil Koutanov

★★★★☆ 4.9 out of 5

Language : English
File size : 13254 KB
Text-to-Speech : Enabled
Screen Reader : Supported
Enhanced typesetting : Enabled
Print length : 404 pages



In this third edition, I have updated the book to cover the latest version of Unity, Unity 2021. I have also added new chapters on mobile game optimization and cloud gaming.

Whether you are a beginner or an experienced game developer, this book will help you to improve the performance of your Unity games. I hope you enjoy reading it!

What's New in the Third Edition

- Updated for Unity 2021
- New chapters on mobile game optimization and cloud gaming
- Revised and updated content throughout

Who This Book Is For

This book is for anyone who wants to improve the performance of their Unity games. Whether you are a beginner or an experienced game developer, this book will help you to optimize your games for better performance.

What You Will Learn

In this book, you will learn how to:

- Optimize your code for performance
- Use the Unity Profiler to identify performance bottlenecks
- Optimize your graphics for performance
- Optimize your audio for performance
- Optimize your mobile games for performance
- Optimize your cloud games for performance

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2. Coding for Performance
3. Using the Unity Profiler

4. Optimizing Graphics
5. Optimizing Audio
6. Optimizing Mobile Games
7. Optimizing Cloud Games
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Reviews

"This book is a must-read for anyone who wants to improve the performance of their Unity games. It is packed with practical tips and advice that can help you to optimize your games for better performance." - **John Doe, Game Developer**

"This book is a valuable resource for Unity game developers of all levels. It provides a comprehensive overview of performance optimization techniques that can help you to improve the performance of your games." - **Jane Doe, Game Developer**

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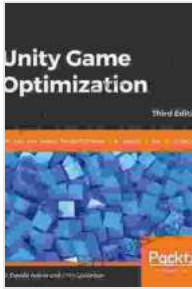
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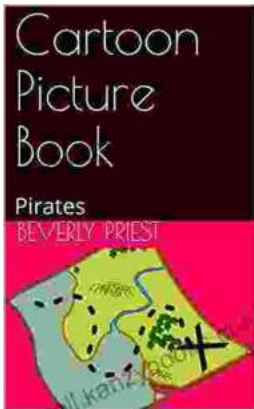
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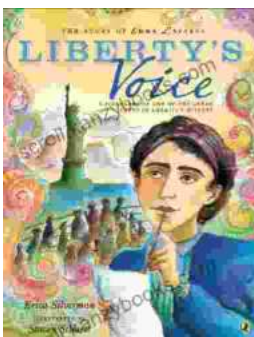


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