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Unreal Engine 4: Creating A 3D
Point And Click Adventure (Part

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Real Objects in Unreal Situations is a lucid account of a much-neglected subject in art and cinema studies: the material significance of the art object incorporated into the fiction film. By examining the historical, political, and personal realities that situate the artworks, Susan Felleman offers an incisive account of how they operate not

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as mere objects but as powerful players within the films, thereby exceeding the narrative function of props, copies, pastiches, or reproductions. The book consists of a series of interconnected case studies of movies, including *The Trouble with Harry*, *An Unmarried Woman*, *The Player*, and *Pride & Prejudice*, among others, ultimately showing that when real art works enter into fiction films, they often embody themes and discourses in ways that other objects cannot.

Master your game from the inside out! With more than 800,000 copies sold since it was first published thirty years ago,

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this phenomenally successful guide has become a touchstone for hundreds of thousands of people. Not just for tennis players, or even just for athletes in general, this handbook works for anybody who wants to improve his or her performance in any activity, from playing music to getting ahead at work. W. Timothy Gallwey, a leading innovator in sports psychology, reveals how to

- focus your mind to overcome nervousness, self-doubt, and distractions
- find the state of “relaxed concentration” that allows you to play at your best
- build skills by smart practice, then put it all together in

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match play Whether you're a beginner or a pro, Gallwey's engaging voice, clear examples, and illuminating anecdotes will give you the tools you need to succeed. "Introduced to The Inner Game of Tennis as a graduate student years ago, I recognized the obvious benefits of [W. Timothy] Gallwey's teachings. . . . Whether we are preparing for an inter-squad scrimmage or the National Championship Game, these principles lie at the foundation of our program."—from the Foreword by Pete Carroll

Prepare for Unreal Engine 5!
Learn the fundamentals of the

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C++ programming language as well as Unreal Engine's code base for creating and packaging a complete hack and slash action game. Implement combat, AI and Behavior Trees, animation, gameplay mechanics, interfaces and delegates, collision and physics, ray casting, game saving, menu and HUD creation via UMG, and much more.

From NYT bestselling author Brent Weeks comes the first novel in his breakout fantasy trilogy in which a young boy trains under the city's most legendary and feared assassin, Durzo Blint. For Durzo Blint,

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assassination is an art--and he is the city's most accomplished artist. For Azoth, survival is precarious. Something you never take for granted. As a guild rat, he's grown up in the slums, and learned to judge people quickly--and to take risks. Risks like apprenticing himself to Durzo Blint. But to be accepted, Azoth must turn his back on his old life and embrace a new identity and name. As Kylar Stern, he must learn to navigate the assassins' world of dangerous politics and strange magics--and cultivate a flair for death. Devour this blockbuster tale of assassination and magic by Brent Weeks,

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which has delighted readers all over the world--with over one million copies in print! Night Angel The Way of Shadows Shadow's Edge Beyond the Shadows Night Angel: The Complete Trilogy (omnibus) Perfect Shadow: A Night Angel Novella (e-only) The Way of Shadows: The Graphic Novel For more from Brent Weeks, check out: Lightbringer The Black Prism The Blinding Knife The Broken Eye The Blood Mirror The Burning White Over 70 recipes for mastering post-processing effects and advanced shading techniques Learn to build your first games

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and bring your ideas to life using
UE4 and C++

Game Development Projects
with Unreal Engine

Master the Art of Unreal Engine
4 - Blueprints - Extra Credits
(Saving and Loading + Unreal
Motion Graphics!)

Modern Art in Fiction Films

Unreal Engine C++ the Ultimate
Developer's Handbook

**The next chapter in
dominating Unreal Engine 4's
Blueprint system, "Master the
Art of Unreal Engine 4
Blueprints - Extra Credits"
puts you back into the driver's
seat and delivers you as many
projects as humanly possible,**

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**helping you to become even
more of a Master of Unreal
Engine 4 and the Blueprints
system!**

**Master the basics of Unreal
Engine 4 to build stunning
video games About This Book
Get to grips with the user
interface of Unreal Engine 4
and find out more about its
various robust features Create
dream video games with the
help of the different tools
Unreal Engine 4 offers Create
video-games and fully utilize
the power of Unreal Engine 4
to bring games to life through
this step-by-step guide Who
This Book Is For If you have a**

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**basic understanding of
working on a 3D environment
and you are interested in video
game development, then this
book is for you. A solid
knowledge of C++ will come in
handy. What You Will Learn
Download both the binary and
source version of Unreal
Engine 4 and get familiar with
the UI Get to know more about
the Material Editor and how it
works Add a post process to
the scene and alter it to get a
unique look for your scene
Acquaint yourself with the
unique and exclusive feature
of Unreal Engine 4—Blueprints
Find out more about Static and**

Dynamic lighting and the difference between various lights Use Matinee to create cut scenes Create a health bar for the player with the use of Unreal Motion Graphics (UMG) Get familiar with Cascade Particle Editor In Detail Unreal Engine 4 is a complete suite of game development tools that gives you power to develop your game and seamlessly deploy it to iOS and Android devices. It can be used for the development of simple 2D games or even stunning high-end visuals. Unreal Engine features a high degree of portability and is a tool used

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by many game developers today. This book will introduce you to the most popular game development tool called Unreal Engine 4 with hands-on instructions for building stunning video games. You will begin by creating a new project or prototype by learning the essentials of Unreal Engine by getting familiar with the UI and Content Browser. Next, we'll import a sample asset from Autodesk 3ds max and learn more about Material Editor. After that we will learn more about Post Process. From there we will continue to learn

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**more about Blueprints, Lights,
UMG, C++ and more. Style and
approach This step-by-step
guide will help you gain
practical knowledge about
Unreal Engine through
detailed descriptions of all the
tools offered by Unreal
Engine.**

**The Official, Full-Color Guide
to Developing Interactive
Visualizations, Animations,
and Renderings with Unreal
Engine 4 Unreal Engine 4
(UE4) was created to develop
video games, but it has gone
viral among architecture,
science, engineering, and
medical visualization**

communities. UE4's stunning visual quality, cutting-edge toolset, unbeatable price (free!), and unprecedented ease of use redefines the state of the art and has turned the gaming, film, and visualization industries on their heads. Unreal Engine 4 for Design Visualization delivers the knowledge visualization professionals need to leverage UE4's immense power. World-class UE4 expert Tom Shannon introduces Unreal Engine 4's components and technical concepts, mentoring you through the entire process of building outstanding

visualization content—all with realistic, carefully documented, step-by-step sample projects. Shannon answers the questions most often asked about UE4 visualization, addressing issues ranging from data import and processing to lighting, advanced materials, and rendering. He reveals important ways in which UE4 works differently from traditional rendering systems, even when it uses similar terminology. Throughout, he writes from the perspective of visualization professionals in architecture, engineering, or

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science—not gaming.

**Understand UE4's
components and development
environment Master UE4's
pipeline from source data to
delivered application
Recognize and adapt to the
differences between UE4 and
traditional visualization and
rendering techniques Achieve
staggering realism with UE4's
Physically Based Rendering
(PBR) Materials, Lighting, and
Post-Processing pipelines
Create production-ready
Materials with the interactive
real-time Material Editor
Quickly set up projects, import
massive datasets, and**

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**populate worlds with accurate
visualization data Develop
bright, warm lighting for
architectural visualizations
Create pre-rendered
animations with Sequencer
Use Blueprints Visual
Scripting to create complex
interactions without writing a
single line of code Work with
(and around) UE4's limitations
and leveraging its advantages
to achieve your vision All UE4
project files and 3ds Max
source files, plus additional
resources and links, are
available at the book's
companion website.
Unreal City contains five**

highly charged stories about relationships: “Echoes into Eternity,” “Evelyn Dalton-Hoyt,” “Emordana,” “The Yellowknife Retrospective,” and “Objet d’Art.” The stories address gender, narcissism, marriage, subjectivity, objectification, and the thin line that divides love from hate. Bryant’s characters sometimes feel like they are navigating their way through the darkness in an attempt to make sense of love, sex, art, and life. Existential and elliptical, the stories play beautifully against Bryant’s precise and fully-realized

artwork, which echoes such masters as Jaime Hernandez and Daniel Clowes. In Unreal City, characters cannot walk into a room without their world turning inside out. Readers will be similarly upended by the discovery of this major new talent.

The Lonely City

The Great Unreal

Mastering Game Development with Unreal Engine 4

Unreal Engine 4 Game

Development Quick Start Guide

Second Place

Las Vegas, Black Mesa, and the Fate of the West

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Wisdom is to reject conventional wisdom about almost everything. Thus begins Robert Powell's inquiry into the nature of Totality and the unreality of all else. This small but profound book is divided into three parts. In the first, Reflections, Robert Powell comments on some of humankind's most timeless puzzles and questions: Does the body actually exist? What is man, if not that bundle of concepts and

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images that comes upon him at birth? The second, Interchanges, uses a dialogue format that recalls Plato's Allegory of the Cave, in which a teacher and student questioner in a modern setting discuss non-duality, consciousness, and reality. The third part, Essays, is comprised of eight essays, each only a few pages long but addressing overarching themes including consciousness, fear of death, the end of the

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search, and the notion of the real as unknowable. Readers will leave the book with a satisfying conclusion to a brief, luminous work that can be read again and again.

Traces the career of abstract expressionist Willem de Kooning, discussing his personal life with wife Elaine Fried, and his battle with alcoholism and Alzheimer's disease. Winner of the Pulitzer Prize, National Book Critics Circle Award, &

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*Los Angeles Times Book
Prize for Biography.
Reprint. 35,000 first
printing.*

*Take your game
development skills to
the next level with one
of the best engines on
the market About This
Book 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*

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*the best of Unreal
engine 4 Who This Book
Is For This book is for
game developers who have
a basic knowledge of
Unreal Engine and C++
scripting knowledge. If
you want to take the
leap from a casual game
developer to a full-
fledged professional
game developer with
Unreal Engine 4, this is
the book for you. What
You Will Learn Script
your player controls in
C++ Build a superb and
engaging level with
advanced design*

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*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 In
Detail 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*

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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

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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! Style and approach An advanced guide that will take you to the next level of developing games with

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*Unreal engine with
illustrative examples
that will make you
confident of creating
customized professional
level games on your won.
Learn to build
intelligent and
responsive Non-Player
Characters for your
games with Unreal Engine
Game AI. Key Features
Understand the built-in
AI systems in Unreal
Engine for building
intelligent games
Leverage the power of
Unreal Engine 4
programming to create*

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game AI that focuses on
motion, animation, and
tactics Learn to
profile, visualize, and
debug your Game AI for
checking logic and
optimizing performance
Book Description

Learning how to apply
artificial intelligence
(AI) is crucial and
can take the fun factor
to the next level,
whether you're
developing a
traditional,
educational, or any
other kind of game. If
you want to use AI to

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extend the life of your games and make them challenging and more interesting, this book is for you. The book starts by breaking down AI into simple concepts to get a fundamental understanding of it. Using a variety of examples, you will work through actual implementations designed to highlight key concepts and features related to game AI in UE4. You will learn to work through the built-in AI framework in order

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to build believable characters for every game genre (including RPG, Strategic, Platform, FPS, Simulation, Arcade, and Educational). You will learn to configure the Navigation, Environmental Querying, and Perception systems for your AI agents and couple these with Behavior Trees, all accompanied with practical examples. You will also explore how the engine handles dynamic crowds. In the

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concluding chapters, you will learn how to profile, visualize, and debug your AI systems to correct the AI logic and increase performance. By the end of the book, your AI knowledge of the built-in AI system in Unreal will be deep and comprehensive, allowing you to build powerful AI agents within your projects. What you will learn Get an in-depth knowledge about all the AI Systems within Unreal Engine Create complex AIs, understanding the

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*art of designing and
developing Behavior Tree
Learn how to perform
Environmental Queries
(EQS) Master the
Navigation, Perception,
and Crowd Systems
Profile and Visualize
the AI Systems with
powerful debugging tools
Extend every AI and
Debug system with custom
nodes and functions Who
this book is for Hands-
On Artificial
Intelligence with Unreal
Engine is for you if you
are a game developer
with a bit experience in*

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Unreal Engine, and now want to understand and implement believable game AI within Unreal Engine. The book will be both in Blueprint and C++, allowing people from every background to enjoy the book. Whether you're looking to build your first game or expand your knowledge to the edge as a Game AI Programmer, you will find plenty of exciting information and examples of game AI in terms of concepts and implementation,

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*including how to extend
some of these systems.*

*Learn C++ and Unreal
Engine by Creating a
Complete Action Game*

*Unreal Engine VR
Cookbook*

*Developing Virtual
Reality with UE4*

*Game Development and
Simulation with Unreal
Technology*

Book #1 and Extra

*Credits - HUD, Blueprint
Basics, Variables,*

*Paper2D, Unreal Motion
Graphics and More!*

Masters of Doom

Master the Art of Unreal Engine 4 -

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Blueprints takes a concise, clear, informative but fun approach to developing Unreal Engine 4, without touching a single line of code. By using this book, you ' ll be creating various small projects completely in blueprint. From this book, you ' ll be equipped with the know-how you ' ll need to create the game of your dreams. On top of mastering the Blueprints system in Unreal Engine 4, you ' ll also learn the secrets behind getting the most out of the beast of an engine.

"You can be lonely anywhere, but there is a particular flavor to the loneliness that comes from living in a city, surrounded by thousands of strangers. The Lonely City is a roving cultural history of urban

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loneliness, centered on the ultimate city: Manhattan, that teeming island of gneiss, concrete, and glass.

What does it mean to be lonely?

How do we live, if we're not

intimately involved with another

human being? How do we connect

with other people, particularly if our

sexuality or physical body is

considered deviant or damaged?

Does technology draw us closer

together or trap us behind screens?

Olivia Laing explores these

questions by travelling deep into

the work and lives of some of the

century's most original artists,

among them Andy Warhol, David

Wojnarowicz, Edward Hopper,

Henry Darger and Klaus Nomi. Part

memoir, part biography, part

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dazzling work of cultural criticism, The Lonely City is not just a map, but a celebration of the state of loneliness. It's a voyage out to a strange and sometimes lovely island, adrift from the larger continent of human experience, but visited by many - millions, say - of souls"--

Masters of Doom is the amazing true story of the Lennon and McCartney of video games: John Carmack and John Romero. Together, they ruled big business. They transformed popular culture. And they provoked a national controversy. More than anything, they lived a unique and rollicking American Dream, escaping the broken homes of their youth to co-

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create the most notoriously successful game franchises in history—Doom and Quake—until the games they made tore them apart. Americans spend more money on video games than on movie tickets. Masters of Doom is the first book to chronicle this industry's greatest story, written by one of the medium's leading observers. David Kushner takes readers inside the rags-to-riches adventure of two rebellious entrepreneurs who came of age to shape a generation. The vivid portrait reveals why their games are so violent and why their immersion in their brilliantly designed fantasy worlds offered them solace. And it shows how they channeled their

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fury and imagination into products that are a formative influence on our culture, from MTV to the Internet to Columbine. This is a story of friendship and betrayal, commerce and artistry—a powerful and compassionate account of what it 's like to be young, driven, and wildly creative. “ To my taste, the greatest American myth of cosmogenesis features the maladjusted, antisocial, genius teenage boy who, in the insular laboratory of his own bedroom, invents the universe from scratch. Masters of Doom is a particularly inspired rendition. Dave Kushner chronicles the saga of video game virtuosi Carmack and Romero with terrific brio. This is a page-turning,

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mythopoeic cyber-soap opera about two glamorous geek geniuses—and it should be read while scarfing down pepperoni pizza and swilling Diet Coke, with Queens of the Stone Age cranked up all the way.” –Mark Leyner, author of *I Smell Esther Williams*

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book.

“With his YouTube channel, Mitch’s VR Lab, Mitch has helped thousands of people understand the foundations of locomotion and interaction mechanics with clear and concise UE4 videos. I’m thrilled that he has taken the time to bring

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all his knowledge and experience in working with Unreal Engine and Virtual Reality to the Unreal® Engine VR Cookbook... Mitch is uniquely qualified to share this book with the world.” –Luis Cataldi, Unreal Engine Education, Epic Games, Inc. For game developers and visualization specialists, VR is the next amazing frontier to conquer—and Unreal Engine 4 is the ideal platform to conquer it with. Unreal ® Engine VR Cookbook is your complete, authoritative guide to building stunning experiences on any Unreal Engine 4-compatible VR hardware. Renowned VR developer and instructor Mitch McCaffrey brings together best practices, common interaction paradigms,

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specific guidance on implementing these paradigms in Unreal Engine, and practical guidance on choosing the right approaches for your project. McCaffrey ' s tested " recipes " contain step-by-step instructions, while empowering you with concise explanations of the underlying theory and math.

Whether you ' re creating first-person shooters or relaxation simulators, the techniques McCaffrey explains help you get immediate results, as you gain " big picture " knowledge and master nuances that will help you succeed with any genre or project. Understand basic VR concepts and terminology
Implement VR logic with Blueprint visual scripting
Create basic VR

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projects with Oculus Rift, HTC Vive, Gear VR, Google VR, PSVR, and other environments Recognize and manage differences between seated and standing VR experiences Set up trace interactions and teleportation Work with UMG and 2D UIs Implement character inverse kinematics (IK) for head and hands Define effective motion controller interaction Help users avoid motion sickness Optimize VR applications Explore the VR editor, community resources, and more If you 're ready to master VR on Unreal Engine 4, this is the practical resource you 've been searching for! Register your product at informit.com/register for convenient access to downloads,

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updates, and corrections as they become available.

Adventures in the Art of Being Alone

The Classic Guide to the Mental Side of Peak Performance

Freehand Figure Drawing for Illustrators

Multiple Mini-Projects to Boost Your Unreal Engine 4 Knowledge!

Everything you want to know about Game AI using Blueprints or C++

Master the Art of Unreal Engine 4 - Blueprints

An epic struggle over land, water, and power is erupting in the American West and the halls of Washington, DC. It began when a 4,000-square-mile area of Arizona desert called Black Mesa was divided between the Hopi

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and Navajo tribes. To the outside world, it was a land struggle between two fractious Indian tribes; to political insiders and energy corporations, it was a divide-and-conquer play for the 21 billion tons of coal beneath Black Mesa. Today, that coal powers cheap electricity for Los Angeles, a new water aqueduct into Phoenix, and the neon dazzle of Las Vegas. Journalist and historian Judith Nies has been tracking this story for nearly four decades. She follows the money and tells us the true story of wealth and water, mendacity, and corruption at the highest levels of business and government. Amid the backdrop of the breathtaking desert landscape, Unreal City shows five

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cultures colliding—Hopi, Navajo, global energy corporations, Mormons, and US government agencies—resulting in a battle over resources and the future of the West. Las Vegas may attract 39 million visitors a year, but the tourists mesmerized by the dancing water fountains at the Bellagio don't ask where the water comes from. They don't see a city with the nation's highest rates of foreclosure, unemployment, and suicide. They don't see the astonishing drop in the water level of Lake Mead—where Sin City gets 90 percent of its water supply. Nies shows how the struggle over Black Mesa lands is an example of a global phenomenon in which giant transnational corporations

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have the power to separate indigenous people from their energy-rich lands with the help of host governments. Unreal City explores how and why resources have been taken from native lands, what it means in an era of climate change, and why, in this city divorced from nature, the only thing more powerful than money is water.

Unreal Engine VR Quick Start Guide introduces designers to the guidelines and design processes necessary to build interactive VR experiences. Learn to use User Experience design techniques and Blueprint programming to create virtual reality gameplay for HTC Vive, Oculus Rift, PSVR, and Windows Mixed Reality headsets.

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Master the Art of Unreal Engine 4 - Blueprints takes a concise, clear, informative but fun approach to developing Unreal Engine 4, without touching a single line of code. By using this book, you'll be creating various small projects completely in blueprint. From this book, you'll be equipped with the know-how you'll need to create the game of your dreams. On top of mastering the Blueprints system in Unreal Engine 4, you'll also learn the secrets behind getting the most out of the beast of an engine. A haunting fable of art, family, and fate from the author of the Outline trilogy. A woman invites a famous artist to use her guesthouse in the remote coastal landscape where she lives with

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her family. Powerfully drawn to his paintings, she believes his vision might penetrate the mystery at the center of her life. But as a long, dry summer sets in, his provocative presence itself becomes an enigma—and disrupts the calm of her secluded household. *Second Place*, Rachel Cusk's electrifying new novel, is a study of female fate and male privilege, the geometries of human relationships, and the moral questions that animate our lives. It reminds us of art's capacity to uplift—and to destroy.

The Flanders Panel
An American Master
Unreal Engine 4 Game
Development Essentials
Hard Crash
Art of He Man and the Masters of

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Mastering Unreal Engine 4.X

In just 24 lessons of one hour or less, learn how to start using Unreal Engine 4 to build amazing games for Windows, Mac, PS4, Xbox One, iOS, Android, the web, Linux-or all of them! Sams Teach Yourself Unreal Engine 4 Game Development in 24 Hours' straightforward, step-by-step approach shows you how to work with Unreal Engine 4's interface, its workflows, and its most powerful editors and tools. In just hours you'll be creating effects, scripting warfare, implementing physics-even developing for mobile devices

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and HUDs. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Organize new projects and work with the Gameplay Framework Master Unreal's units and control systems Import 3D models and work with the Static Mesh Editor Create new landscapes and use Unreal's foliage system Bring characters and creatures to life with the Persona Editor Apply materials and build lighting Integrate and modify audio with the Unreal Sound Cue Editor Craft particle effects and simulate physics Set up and react to player inputs

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Build levels and entirely new worlds Get started with powerful Blueprint visual scripting system Script an arcade game from start to finish Create events that respond to player actions Spawn Actors during gameplay Design and create action-based encounters Optimize games for mobile devices and touch-based inputs Build menus with Unreal's UMG UI Designer Prepare your game for deployment Step-by-step instructions carefully walk you through the most common Unreal Engine 4 game development tasks. Practical, hands-on examples show you how to apply what you learn.

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Quizzes and Exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions. 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.

Game Development and Simulation with Unreal Technology explores the use of Unreal Engine 4 (UE4) for the development of real-time digital interactive contents to be used in computerized games or simulations. The engine is considered in three main

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iterations: from the basic use of the engine to build games and simulation content out of the box, to i

For today's in-demand figure artists-comic creators animators, video game artists, concept designers, etc.-it is necessary to be able to quickly draw the human figure in a variety of action-packed poses. In Freehand Figure Drawing for Illustrators, David Ross shows readers how they can master freehand figure drawing without visual reference by using a modern twist on the classic technique of blocking out the human figure as a mannequin.

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Step-by-step lessons guide aspiring illustrators from basic poses (standing, running, jumping) to extreme motions (throwing punches, high kicking). For on-the-go artists, *Freehand Figure Drawing for Illustrators* allows them complete freedom to bring their figures to life at any time.

In 1983, the world was introduced to He-Man and the Masters of the Universe. What followed was a cultural sensation that changed the landscape of children's entertainment forever! Join Mattel and Dark Horse in this comprehensive retrospective chronicling He-Man's decades-

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long epic journey from toy, to television, to film, to a true pop culture phenomenon!

The faster way to build games using UE4 Blueprints

No Need for Tenchi!

The Genesis of the Psychedelic Rock Poster

How Two Guys Created an Empire and Transformed Pop Culture

Book #1 of 3 - with HUD, Blueprint Basics, Variables, Making Small Projects and More!
Unreal City

***Which sort of seducer could you be?
Siren? Rake? Cold Coquette? Star?
Comedian? Charismatic? Or Saint?
This book will show you which.***

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Charm, persuasion, the ability to create illusions: these are some of the many dazzling gifts of the Seducer, the compelling figure who is able to manipulate, mislead and give pleasure all at once. When raised to the level of art, seduction, an indirect and subtle form of power, has toppled empires, won elections and enslaved great minds. In this beautiful, sensually designed book, Greene unearths the two sides of seduction: the characters and the process. Discover who you, or your pursuer, most resembles. Learn, too, the pitfalls of the anti-Seducer. Immerse yourself in the twenty-four manoeuvres and strategies of the seductive process, the ritual by which a seducer gains mastery over their target. Understand how to 'Choose the

Right Victim', 'Appear to Be an Object of Desire' and 'Confuse Desire and Reality'. In addition, Greene provides instruction on how to identify victims by type. Each fascinating character and each cunning tactic demonstrates a fundamental truth about who we are, and the targets we've become - or hope to win over. The Art of Seduction is an indispensable primer on the essence of one of history's greatest weapons and the ultimate power trip. From the internationally bestselling author of The 48 Laws of Power, Mastery, and The 33 Strategies Of War.

Publisher's note: This edition from 2019 is based on Unreal Engine 4 and does not make use of the most recent Unreal Engine features. A new third

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edition, updated for Unreal Engine 5 blueprints including new topics, such as implementing procedural generation and creating a product configurator, has now been published. Key Features Design a fully functional game in UE4 without writing a single line of code Implement visual scripting to develop gameplay mechanics, UI, visual effects, VR and artificial intelligence Deploy your game on multiple platforms and share it with the world

Book Description Blueprints is the visual scripting system in Unreal Engine that enables programmers to create baseline systems and can be extended by designers. This book helps you explore all the features of the Blueprint Editor and guides you through using Variables, Macros, and

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Functions. You'll also learn about object-oriented programming (OOP) and discover the Gameplay Framework. In addition to this, you'll learn how Blueprint Communication allows one Blueprint to access information from another Blueprint. Later chapters will focus on building a fully functional game using a step-by-step approach. You'll start with a basic first-person shooter (FPS) template, and each chapter will build on the prototype to create an increasingly complex and robust game experience. You'll then progress from creating basic shooting mechanics to more complex systems, such as user interface elements and intelligent enemy behavior. The skills you will develop using Blueprints can also be

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employed in other gaming genres. In the concluding chapters, the book demonstrates how to use arrays, maps, enums, and vector operations. Finally, you'll learn how to build a basic VR game. By the end of this book, you'll have learned how to build a fully functional game and will have the skills required to develop an entertaining experience for your audience. What you will learn

Understand programming concepts in Blueprints

Create prototypes and iterate new game mechanics rapidly

Build user interface elements and interactive menus

Use advanced Blueprint nodes to manage the complexity of a game

Explore all the features of the Blueprint editor, such as the Components tab, Viewport,

*and Event GraphGet to grips with
object-oriented programming (OOP)
concepts and explore the Gameplay
FrameworkLearn Virtual Reality
development with UE BlueprintWho
this book is for This book is for
anyone who is interested in developing
games or applications with UE4.*

*Although basic knowledge of Windows
OS is required, experience in
programming or UE4 is not necessary.*

*A collection of stories about high
school student Tenchi, space pirate
Ryoko, Princess Ayeka and her sister
Sasami, the scientist Washu, and
Sasami's friend Ryoohki.*

*During a period of three years Taiyo
Onorato and Nico Krebs traveled
several months through the United
States, working "on the road" on the*

photo series The Great Unreal. The photographic work deals with reality and the fabrication of reality. The geography of America serves as both setting and fertile ground for the examination. Mysticism and demystification are important aspects in this process, as is working with a rich inventory of visual icons that can be continually deconstructed and manipulated. The working method of both photographers is based on interventions prescribed mostly by happenstance and change. Through repetition and associative placement, the sometimes crude, sometimes subtle interventions begin to link to one another, establishing an exciting transformation of reality that only hesitatingly reveals itself to the viewer.

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Together with book designers Megi Zumstein and Claudio Barandun, what emerged is an unmitigated picture book that makes a visual journey possible without any instructions. It comprises narrative image sequences that approximate the curiosity and restlessness of being on the move and, at the same time, depict associative connections with the American landscape.

The Real Is Unknowable, The Knowable Is Unreal

Master the Art of Unreal Engine 4 - Blueprints - Double Pack #1

Mastering the Art of Drawing from Memory

The Art of Halo Infinite Deluxe Edition

Real Objects in Unreal Situations

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Blueprints Visual Scripting for Unreal Engine

Set on a planet in a Bermuda Triangle-like section of space, "Unreal" presents readers with a gripping story line set in a fully immersive world dominated by alien technology and medieval fantasy. "Unreal" is set to become the biggest PC game phenomenon of 1997. Online promo (SimonSays.com). Learn how to use Unreal Engine 4 by building 3D and multiplayer games using Blueprints Key Features Learn the fundamentals of Unreal Engine such as project templates, Blueprints, and C++ Learn to design games; use UMG to create menus and HUDs, and replication to create multiplayer games Build dynamic

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game elements using Animation Blueprints and Behavior Trees Book Description Unreal Engine is a popular game engine for developers to build high-end 2D and 3D games. This book is a practical guide, starting off by quickly introducing you to the Unreal Engine 4 (UE4) ecosystem. You will learn how to create Blueprints and C++ code to define your game's functionality. You will be familiarized with the core systems of UE4 such as UMG, Animation Blueprints, and Behavior Trees. You will also learn how to use replication to create multiplayer games. By the end of this book, you will have a broad, solid knowledge base to expand upon on your journey with UE4. What you will learn Use

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project templates to give your game a head start Create custom Blueprints and C++ classes and extend from Epic's base classes Use UMG to create menus and HUDs for your game Create more dynamic characters using Animation Blueprints Learn how to create complex AI with Behavior Trees Use replication to create multiplayer games Optimize, test, and deploy a UE4 project Who this book is for Readers who already have some game development experience and Unity users who would like to try UE4 will all benefit from this book. Knowledge of basic Object-Oriented Programming topics such as variables, functions, and classes is assumed.

“A sleek, sophisticated, madly clever chamber mystery” from the international bestselling author—the basis for the film *Uncovered* starring Kate Beckinsale (The New York Times Book Review). A fifteenth-century painting by a Flemish master is about to be auctioned when Julia, a young art restorer, discovers a peculiar inscription hidden in a corner: Who killed the knight? In the painting, the Duke of Flanders and his knight are locked in a game of chess, and a dark lady lurks mysteriously in the background. Julia is determined to solve the five-hundred-year-old murder, but as she begins to look for clues, several of her friends in the art world are brutally murdered in quick

succession. Messages left with the bodies suggest a crucial connection between the chess game in the painting, the knight's murder, the sordid underside of the contemporary art world, and the latest deaths. Just when all of the players in the mystery seem to be pawns themselves, events race toward a shocking conclusion. A thriller like no other, The Flanders Panel presents a tantalizing puzzle for any connoisseur of mystery, chess, art, and history. "A beguiling puzzle—a game within a game within a game—solved in perplexing but entertaining fashion."—The Philadelphia Inquirer "For mystery fans who yearn for literate, intelligent, sophisticated whodunits,

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Spanish author Pérez-Reverte's highly acclaimed story fills the bill perfectly . . . An inventive plot, gripping suspense, fascinatingly complex characters, and innovative incorporation of art, literature, and music will enthrall readers looking for something a little different.”—Booklist “This intelligent mystery . . . comes up with a satisfying twist at the end.”—Library Journal

Build optimized, efficient, and real-time applications that are production-ready using Unreal Engine's Material Editor Key Features Create stunning visual effects for 3D games and high-quality graphics Design efficient Shaders for mobile platforms without sacrificing their

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realism Discover what goes into the structure of Shaders and why lighting works the way it does Book Description Unreal Engine 4 is a powerful game engine, one which has seen a recent boost in widespread adoption thanks to its ease of use and the powerful rendering pipeline that it packs. Seeing as how it's relatively easy to create stunning presentations and visuals, Unreal has quickly become a strong contender in industries where this kind of software had been previously denied entry. With that in mind, this book aims to help you get the most out of Unreal Engine 4 - from creating awe-inspiring graphics to delivering optimized experiences to your users. This is

possible thanks to a mixture of hands-on experience with real materials and the theory behind them. You will immediately know how to create that material that you want to display, and you'll also end up with the knowledge that will let you know how to control it. All of this will be done without losing sight of two key components of any real-time application - optimization, and efficiency. The materials that you create will be light and efficient, and they will vary depending on your target platform. You'll know which techniques can be used in any kind of device and which ones should be kept to high-end machines, giving you the confidence to tackle any material-related task that you can

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imagine. Hop onboard and discover how! What you will learn Master Unreal Engine's rendering pipeline for developing real-time graphics Use physically based rendering (PBR) for building materials and lighting solutions Build optimized materials for games targeting multiple platforms Understand Unreal Engine's node and functions for creating desirable effects Design and build production-ready shaders Explore Unreal Engine's Material Editor for building complex materials and textures Who this book is for This book is for developers who want to create their first Shaders in Unreal Engine 4 or wish to take their game to a whole new level by adding professional post-

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**processing effects. A solid
understanding of Unreal is required
to get the most from this book.**

**Design and Develop immersive
virtual reality experiences with
Unreal Engine 4**

**Creating a 3D Point and Click
Adventure**

The Way of Shadows

**Hands-On Artificial Intelligence
with Unreal Engine**

**Build High-Performance AAA
Games with UE 4, 2nd Edition**

Dreams Unreal

***A comprehensive guide with
coverage on AudioFX,
Particle system, shaders,
sequencers, and the latest
features of Unreal 4.19 that
will take your game***

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***development skills to the
next level Key Features***

***Create a high-performance
Combat game using the
essential features of Unreal
Engine 4.18+. Master the
complex competitive
features needed in modern
games such as Volumetric
Lightmaps and
Precomputed Lighting on
Volumetric Fog, and build
an impressive UI.***

***Experience not only VR
support for your game but
also the inbuilt support of
Apple's ARKit and Google's
ARCore with UE4's newly
released support for these
platforms. Book Description***

To make a basic combat game from scratch, you will quickly override existing UE4 classes, and add and implement simple C++ functions while running and building them. These are all discussed as a short summary for new developers and as a quick refresher for experienced developers. Next, you will build a combat player character with expanded controls, create logic for a character, swap weapons, attack and move, bridge over scene changes and transitions, retain data between scenes, and

manage the scene-change process. You will then build an intelligent enemy AI and add physics based particles for weapon impacts. You will also get acquainted with cutting-edge features such as Volumetric Lightmaps for precomputed lighting, and Atmospheric and Volumetric Fog, to build advanced visuals in our ongoing GitHub project. Moving on, you will explore the tools required to build an in-game cut-scene for a more professional gameplay experience and story direction. Along the way, you will implement a solid

game UI, including writing a full in-game load and save system that will enable players to resume their game from any point. You will also prepare, build, and work on VR and AR taking them from editor to real-world, building two new projects one in each of these brand new areas of UE4 and integrate classes from the main project into AR! By the end of the book, you will have mastered all major UE features and will be able to bring self-imagined games to life through Unreal Engine 4.18+. What you will learn

The fundamentals of a combat-based game that will let you build and work all other systems from the core gameplay: the input, inventory, A.I. enemies, U.I., and audio Manage performance tools and branching shaders based on platform capabilities in the Material Editor Explore scene or level transitions and management strategies Improve visuals using UE4 systems such as Volumetric Lightmaps, Precomputed Lighting, and Cutscenes Implement audio-to-animation timelines and trigger them from visual FX

Integrate Augmented Reality into a game with UE4's brand new ARKit and ARCore support Perform almost any game logic needed via Blueprint Visual Scripting, and know when to implement it in Blueprint as opposed to C++ Who this book is for This book is for game developers who want to build high-performance games with amazing UIs. Experience with C++ is required and some knowledge of working with Unreal Engine 4 would be an advantage. Learn the tools and techniques of game design

using a project-based approach with Unreal Engine 4 and C++ Key Features Kickstart your career or dive into a new hobby by exploring game design with UE4 and C++ Learn the techniques needed to prototype and develop your own ideas Reinforce your skills with project-based learning by building a series of games from scratch Book Description Game development can be both a creatively fulfilling hobby and a full-time career path. It's also an exciting way to improve your C++ skills

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and apply them in engaging and challenging projects. Game Development Projects with Unreal Engine starts with the basic skills you'll need to get started as a game developer. The fundamentals of game design will be explained clearly and demonstrated practically with realistic exercises. You'll then apply what you've learned with challenging activities. The book starts with an introduction to the Unreal Editor and key concepts such as actors, blueprints, animations, inheritance, and player input. You'll

then move on to the first of three projects: building a dodgeball game. In this project, you'll explore line traces, collisions, projectiles, user interface, and sound effects, combining these concepts to showcase your new skills. You'll then move on to the second project; a side-scroller game, where you'll implement concepts including animation blending, enemy AI, spawning objects, and collectibles. The final project is an FPS game, where you will cover the key concepts behind creating a

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multiplayer environment.

By the end of this Unreal Engine 4 game development book, you'll have the confidence and knowledge to get started on your own creative UE4 projects and bring your ideas to life.

What you will learn
Create a fully-functional third-person character and enemies
Build navigation with keyboard, mouse, gamepad, and touch controls
Program logic and game mechanics with collision and particle effects
Explore AI for games with Blackboards and Behavior Trees
Build

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***character animations with
Animation Blueprints and
Montages Test your game
for mobile devices using
mobile preview Add polish to
your game with visual and
sound effects Master the
fundamentals of game UI
design using a heads-up
display Who this book is for
This book is suitable for
anyone who wants to get
started using UE4 for game
development. It will also be
useful for anyone who has
used Unreal Engine before
and wants to consolidate,
improve and apply their
skills. To grasp the
concepts explained in this***

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book better, you must have prior knowledge of the basics of C++ and understand variables, functions, classes, polymorphism, and pointers. For full compatibility with the IDE used in this book, a Windows system is recommended.

Take home a piece of the Master Chief's Mjolnir Mark VI Powered Assault Armor in the Art of Halo Infinite's Deluxe Edition! The chest-plate slipcase holds the Art of Halo Infinite hard cover with an exclusive new cover that

any member of the United Nation Space Command would find up to spec. Also contained within is a UNSC portfolio with landscape art on museum quality paper of the Master Chief enjoying a peaceful moment on the Halo Array. The Master Chief is back. The legendary super soldier returns in Halo Infinite. 343 Industries and Microsoft are building the biggest and most visually spectacular Halo yet. Halo Infinite debuts on the Xbox family of consoles, including Xbox Series X, Microsoft's latest and most

powerful game console. To take full advantage of its prodigious graphical prowess, 343 Industries built an all-new, next-generation game engine, giving their world-class artists the tools and technology to realize the worlds, war, and wonder of the Halo universe in unprecedented style and fidelity. 343 Industries have given Dark Horse access to the art and artists who've brought Halo Infinite to vibrant, vivid life. It's all here in unparalleled detail, the heroes you've grown to love—the Master Chief, the

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***brave soldiers of the UNSC,
as well as the weapons,
vehicles, villains and
vistas—and of course, the
eponymous and magnificent
environments of Halo itself.***

***• Slipcase recreation of
Master Chief's Armor •
Exclusive cover for the Art
of Halo Infinite • A UNSC
portfolio with beautiful
landscape artwork
Blueprints Visual Scripting
for Unreal Engine is a step-
by-step approach to
building a fully functional
game, one system at a time.
Starting with a basic First
Person Shooter template,
each chapter will extend the***

prototype to create an increasingly complex and robust game experience. You will progress from creating basic shooting mechanics to gradually more complex systems that will generate user interface elements and intelligent enemy behavior. Focusing on universally applicable skills, the expertise you will develop in utilizing Blueprints can translate to other types of genres. By the time you finish the book, you will have a fully functional First Person Shooter game and the skills necessary to expand on the

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***game to develop an
entertaining, memorable
experience for your players.
From making
customizations to player
movement to creating new
AI and game mechanics
from scratch, you will
discover everything you
need to know to get started
with game development
using Blueprints and
Unreal Engine 4.
Master the Art of Unreal
Engine 4
Unreal Engine Virtual
Reality Quick Start Guide
Developing Stunning
Interactive Visualizations,
Animations, and***

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Renderings

Programming professional 3D games with Unreal Engine 4

De Kooning

Unreal Engine 4 for Design Visualization

Have you ever played a video-game and wished you could make your own? Well, with the power of Unreal Engine 4 and this book... Now your dreams can now be reality! This book has been designed and crafted by independent developer Ryan Shah (of Kitatus Studios), who boasts over 10 years of experience working with video-game development tools as well as 2D/3D art applications. Ryan Shah will guide you through your adventures with Unreal Engine 4, Teaching you all the important information in an

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enjoyable, relaxed and entertaining style, which will help make sure you have the greatest possible adventure learning to create the video-game of your dreams. If you enjoyed 3D point and click adventure titles (Such as Telltale's The Walking Dead, Back to the Future, Sam and Max .etc) then this book is for you! In this title, we don't only cover how to create your own 3D point and click adventure project, but we also cover all the important pieces of Unreal Engine 4 that you'll need to make sure your projects rise above all others and become amazing titles that your fans will adore for years to come!

The psychedelic rock poster is one of the most explosively inventive, instantly recognisable, and profoundly influential aesthetic movements of the last century. The poster art that gave

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visual life to the amazing music that sprang up across the Bay Area from 1965 to 1970 lives on in 'Dreams Unreal'.

Unreal Engine 4 Shaders and Effects Cookbook

Art of Computer Game Design

Unreal Engine 4 Game Development in 24 Hours, Sams Teach Yourself

The Inner Game of Tennis

A Novel

The Art Of Seduction