Community Experience Distilled

Unity 5 Game Optimization

Master performance optimization for Unity3D applications with tips and techniques that cover every aspect of Unity3D Engine

Chris Dickinson

[PACKT] PUBLISHING

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About the Author

Chris Dickinson grew up in England with a strong passion for science, mathematics, and video games. He received his master's degree in physics with electronics from the University of Leeds in 2005, and immediately traveled to California to work on scientific research in the heart of Silicon Valley. Finding that career path unsuitable, he began working in the software industry.

Over the last decade, he has made a career in software development, becoming a senior software developer. Chris has primarily worked in software automation and internal test tool development, but his passion for video games never fully faded. In 2010, he took the path of discovering the secrets of game development and 3D graphics by completing a second degree—a bachelor's degree in game and simulation programming. He authored a tutorial book on game physics (*Learning Game Physics with Bullet Physics and OpenGL* by Packt Publishing). He continues to work in software development, creating independent game projects in his spare time with tools such as Unity 3D.

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I've managed to grasp an absolutely ridiculous amount of knowledge in just 5 years. None of this would have been possible without the constant motivation from my coworkers, tutors, friends, and family.

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Thanks to my family for giving me the opportunity to learn, live, and love so much in such a short time.

And of course, thanks to my wonderful wife and best friend, Jamie, for being so caring and supportive of all the late nights and helping me stay creative.

About the Reviewers

Clifford Champion has a broad background in software engineering, with years of experience spanning 3D games, Internet applications, and artificial intelligence. He holds degrees in mathematics and computer science from UCLA and UCSD, respectively. In the past, Clifford worked for video game technology company Havok (now part of Microsoft), and interactive media and design company PlainJoe Studios. Currently, he leads a software team at zSpace (`zspace.com`), a VR company specializing in 3D for classrooms and industry.

Clifford can be found on Twitter at `@duckmaestro` and welcomes discussions on any topic.

Dr. Sebastian T. Koenig received his PhD in human interface technology from the University of Canterbury, New Zealand, developing a framework for individualized virtual reality cognitive rehabilitation. He obtained his diploma in psychology from the University of Regensburg, Germany, in the areas of clinical neuropsychology and virtual reality rehabilitation.

Sebastian is the founder and CEO of Katana Simulations, where he oversees the design, development, and evaluation of cognitive assessment and training simulations. His professional experience spans over 10 years of clinical work in cognitive rehabilitation and over 8 years of virtual reality research, development, and user testing. He has extensive experience as a speaker at international conferences and as a reviewer of scientific publications in the areas of rehabilitation, cognitive psychology, neuropsychology, software engineering, game development, game user research, and virtual reality.

Sebastian has developed numerous software applications for cognitive assessment and training. For his work on the virtual memory task, he was awarded the prestigious Laval Virtual Award in 2011, for the Medicine and Health category. Other applications of his include the virtual reality executive function assessment in collaboration with the Kessler Foundation, New Jersey, USA, and the patent-pending Microsoft Kinect-based motor and cognitive training JewelMine/Mystic Isle at the USC Institute for Creative Technologies, California, USA.

He maintains the website at `www.virtualgamelab.com`, which features his research and his software development projects. His website also contains a comprehensive list of tutorials for the Unity game engine.

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Table of Contents