

C o m m u n i t y E x p e r i e n c e D i s t i l l e d

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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BIRMINGHAM - MUMBAI

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First published: November 2015

Production reference: 1281015

Published by Packt Publishing Ltd.
Livery Place
35 Livery Street
Birmingham B3 2PB, UK.

ISBN 978-1-78588-458-0

www.packtpub.com

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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.

Acknowledgments

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.

Thanks to my comrades in software development for being so understanding of my erratic schedule while I was learning game development at school.

Thanks also to my college tutors for helping accelerate me past the core material and learn so much about game development so quickly.

Thanks to my friends for always being a constant source of harassment and inquisitiveness about what I've been working on.

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.

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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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