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If you're scouting for a complete Unity iOS book right now, you might check out Jeff Murray's Unity iOS book from CRC Press (I can't remember the name offhand) - it uses a racing game as an example. I think I might have the first Unity iOS book for Unity 4, though (not the first Unity 4 book, though - I see Sue Blackman's book has been updated) [Learn Unity 2017 for iOS Game Development: Create Amazing ...](#) Learn Unity 2017 For ios *Learn Unity 2017 for iOS Game Development: Create Amazing ...* Learn Unity 2017 for iOS Game Development : Create Amazing 3D Games

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For iOS development, you'll need a Mac running the Lion or Mountain Lion version of macOS (10.9.4 version and Xcode 7.0 or higher). Unity 5 can still run on some older versions of macOS, like Snow Leopard, but Lion and Mountain Lion will need the latest version of Xcode, the software tool required by Apple for iOS development.

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Just in time for the end of 2017, the

second edition of my book Learn Unity 4 for iOS Game Development, published by Apress, is in print, and it's called Learn Unity 2017 for iOS Game Development. *Learn Unity 2017 for iOS Game Development | SpringerLink* Unity is an incredibly powerful and popular game creation tool, and Unity 5 brings even more great features, including Mecanim animation. If you have a great 3D game idea, and you want to make it a reality in the App Store, then Learn Unity 5 for iOS Game Development has exactly what you need. What You'll Learn. How to include iAds

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