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Master realistic animations and graphics, particle systems, game AI and physics, sprites and VR development with Unity 2017 About This Book * Create professional grade games with realistic animation and graphics, particle systems and game physics with Unity 2017 * Unleash the power of C# scripting to create intelligent game AI and professional grade game workflows.

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Mastering Unity 2017 Game Development with C# - Second Edition. By Alan Thorn October 2017. Master realistic animations and graphics, particle systems, game AI and physics, sprites and VR development with Unity 2017. Free sample . This title is available on Early Access.

Mastering Unity 2017 Game Development with C# - Second Edition

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Mastering Unity 2017 Game Development With C Sharp

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Mastering Unity 2017 Game Development with C# - Second Edition

If you are a Unity developer who now wants to develop and deploy interesting games by leveraging the new features of Unity 2017, then this is the book for you. Basic knowledge of C# programming is assumed. What You Will Learn • Explore hands-on tasks and real-world scenarios to make a Unity horror adventure game

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Mastering Unity 2017 Game Development with C# - GitHub

This book * Mastering Unity 2017 Game Development with C# * by Alan Thorn (Oct 2017) helps you master realistic animations and graphics, particle systems, game AI and physics, sprites and VR development with Unity 2017. This book focuses in some detail on a practical project with Unity, building a first-person game with many features.

Book *Mastering Unity 2017 Game Development with C# ...

Mastering Unity 2017 Game Development With C Second Edition Mastering Unity 2017 Game Development With C Second Edition by Alan Thorn. Download it Mastering Unity 2017 Game Development With C Second Edition books also available in PDF, EPUB, and Mobi Format for read it on your Kindle device, PC, phones or tablets. Who This Book Is For If you are a Unity developer who now wants to develop and deploy interesting games by leveraging the new features of Unity 2017, then this is the book for you. .

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Mastering Unity 2017 Game Development with C# - Second Edition.. [Alan Thorn] -- Master realistic animations and graphics, particle systems, game AI and physics, sprites and VR development with Unity 2017 About This Book Create professional grade games with realistic animation ...

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Getting started with lightmapping - Mastering Unity 2017 ...

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mastering-unity-2017-game-development-with-c-second-edition/243 Downloaded from datacenterdynamics.com.br on October 26, 2020 by guest develop and deploy interesting games by leveraging the new features of Unity 2017, then this is the book for you. Basic knowledge of C# programming is

Mastering Unity 2017 Game Development With C Second ...

The Unity engine has revolutionized the gaming industry, by making it easier than ever for indie game developers to create quality games on a budget. Hobbyists and students can use this powerful engine to build 2D and 3D games, to play, distribute, and even sell for free! This book will help you master the 2D features available in Unity 5, by walking you through the development of a 2D RPG framework.

Master realistic animations and graphics, particle systems, game AI and physics, sprites and VR development with Unity 2017 About This Book Create professional grade games with realistic animation and graphics, particle systems and game physics with Unity 2017 Unleash the power of C# scripting to create intelligent game AI and professional grade game workflows. Create immersive VR games using the latest Unity 2017 VR SDK. Who This Book Is For If you are a Unity developer who now wants to develop and deploy interesting games by leveraging the new features of Unity 2017, then this is the book for you. Basic knowledge of C# programming is assumed. What You Will Learn Explore hands-on tasks and real-world scenarios to make a Unity horror adventure game Create enemy characters that act intelligently and make reasoned decisions Use data files to save and restore game data in a way that is platform-agnostic Get started with VR development Use navigation meshes, occlusion culling, and Profiler tools Work confidently with GameObjects, rotations, and transformations Understand specific gameplay features such as AI enemies, inventory systems, and level design In Detail Do you want to make the leap from being an everyday Unity developer to being a pro game developer? Then look no further! This book is your one-stop solution to creating mesmerizing games with lifelike features and amazing gameplay. This book focuses in some detail on a practical project with Unity, building a first-person game with many features. You'll delve into the architecture of a Unity game, creating expansive worlds, interesting render effects, and other features to make your games special. You will create individual game components, use efficient animation techniques, and implement collision and physics effectively. Specifically, we'll explore optimal techniques for importing game assets, such as meshes and textures; tips and tricks for effective level design; how to animate and script NPCs; how to configure and deploy to mobile devices; how to prepare for VR development; how to work with version control; and more. By the end of this book, you'll have developed sufficient competency in Unity development to produce fun games with confidence. Style and approach This book takes an easy-to-follow, step-by-step tutorial approach. You will create an advanced level Unity game with an emphasis on leveraging advanced Unity 2017 features while developing the game in its entirety.

If you have C# knowledge but now want to become truly confident in creating fully functional 2D RPG games with Unity, then this book will show you everything you need to know.

Create thrilling Android games with Unity Faster Than Ever Before About This Book Develop complex Android games with the help of Unity's advanced features such as artificial intelligence, high-end physics, and GUI transformations. Create amazing Graphical User Interfaces (GUIs) with Unity's new uGUI system Unravel and deploy exciting games across Android devices Who This Book Is For If you are a Unity 5 developer and want to expand your knowledge of Unity 5 to create high-end complex Android games, then this book is for you. Readers are expected to have a basic understanding of Unity 5, working with its environment, and its basic concepts. What You Will Learn Develop your own Jetpack Joyride clone game Explore the advanced features of Unity 5 by building your own Action Fighting game Develop remarkable Graphical User Interfaces (GUIs) with Unity's new uGUI system Enhance your game by adding stunning particle systems and complex animations Build pleasing virtual worlds with special effects, lights, sky cube maps, and cameras Make your game more realistic by providing music and sound effects Debug and deploy your games on different Android devices In Detail Game engines such as Unity are the power-tools behind the games we know and love. Unity is one of the most widely-used and best loved packages for game development and is used by everyone, from hobbyists to large studios, to create games and interactive experiences for the Web, desktop, mobile, and console. With Unity's intuitive, easy-to-learn toolset and this book, it's never been easier to become a game developer. You will begin with the basic concepts of Android game development, a brief history of Android games, the building blocks of Android games in Unity 5, and the basic flow of games. You will configure an empty project for the Jetpack Joyride Clone Game, add an environment and characters, and control them. Next you will walk through topics such as particle systems, camera management, prefabs, animations, triggers, colliders, and basic GUI systems. You will then cover the basic setup for 3D action fighting games, importing models, textures and controlling them with a virtual on-screen joystick. Later you will set up Scene for 3D Configuration, create basic gameplay, and manage input controls. Next you will learn to create the interface for the main menu, gameplay, game over, achievements, and high score screens. Finally you will polish your game with stats, sounds, and Social Networking, followed by testing the game on Android devices and then publishing it on Google Play, Amazon, and OUYA Stores. Style and approach A step-by-step and detailed guide to developing high-end complex Android games utilizing the advanced concepts of Unity.

Mastering Unity Scripting is an advanced book intended for students, educators, and professionals familiar with the Unity basics as well as the basics of scripting. Whether you've been using Unity for a short time or are an experienced user, this book has something important and valuable to offer to help you improve your game development workflow.

For a great game, it needs a great user interface that shows the game settings and the right information to the player. Unity allows you to create complex and great looking user interfaces to give your games that professional look and feel. This book will help you realize the full potential of the powerful Unity UI system to create the best ...

Master realistic animations and graphics, particle systems, game AI and physics, sprites and VR development with Unity 2017About This Book* Create professional grade games with realistic animation and graphics, particle systems and game physics with Unity 2017* Unleash the power of C# scripting to create intelligent game AI and professional grade game workflows. Create immersive VR games using the latest Unity 2017 VR SDK. Who This Book Is For If you are a Unity developer who now wants to develop and deploy interesting games by leveraging the new features of Unity 2017, then this is the book for you. Basic knowledge of C# programming is assumed. What You Will Learn* Explore hands-on tasks and real-world scenarios to make a Unity horror adventure game* Create enemy characters that act intelligently and make reasoned decisions* Use data files to save and restore game data in a way that is platform-agnostic* Get started with VR development* Use navigation meshes, occlusion culling, and Profiler tools* Work confidently with GameObjects, rotations, and transformations* Understand specific gameplay features such as AI enemies, inventory systems, and level designIn DetailDo you want to make the leap from being an everyday Unity developer to being a pro game developer? Then look no further! This book is your one-stop solution to creating mesmerizing games with lifelike features and amazing gameplay.This book focuses in some detail on a practical project with Unity, building a first-person game with many features. You'll delve into the architecture of a Unity game, creating expansive worlds, interesting render effects, and other features to make your games special. You will create individual game components, use efficient animation techniques, and implement collision and physics effectively. Specifically, we'll explore optimal techniques for importing game assets, such as meshes and textures; tips and tricks for effective level design; how to animate and script NPCs; how to configure and deploy to mobile devices; how to prepare for VR development; how to work with version control; and more.By the end of this book, you'll have developed sufficient competency in Unity development to produce fun games with confidence.Style and approachThis book takes an easy-to-follow, step-by-step tutorial approach. You will create an advanced level Unity game with an emphasis on leveraging advanced Unity 2017 features while developing the game in its entirety.

Go through 3D game development techniques using Unity Key Features Kick-start your game development career and build ready-to-play 2D and 3D games with ease Understand the key concepts in game design including scripting, physics, instantiation, particle effects, and much more Build games that run on desktop, mobile, and the web Book Description Unity is the most popular game engine among indie developers, start-ups, and medium to large independent game development companies. This book is a complete exercise in game development covering environments, physics, sound, particles, and more more--to get you up and running with Unity rapidly. In this informal guide, you'll get to grips with the basics of game development, starting off with using C# for scripting. You'll get the hang of Unity's development environment and will be able to set up the required assets for your first 2D game. You'll work on animating your player and getting it to move in the 2D environment. Next, you'll see how to build the game in 3D, making use of Unity's new 3D animation system. After building a beautiful 3D environment for the game, you'll work with the latest physics system that Unity has to offer and will make your assets interactive. You'll induce artificial intelligence into the enemies and develop a mechanism to hit them with rocks and punches. Once you've made things pretty with the particle system, you'll move on to optimize the game, adding a cross-platform ready UI, and publishing your game across multiple platforms. You'll walk away with a cool 2D parallax side parallax game and an even cooler third-person 3D adventure game, but most importantly, with the confidence to build your own games. What you will learn Script games using C# Build your very first 2D and 3D games Work through the key concepts in game development such as animations, physics, and scripting Test and optimize your games to attain great performance Create fully functional menus, HUDs, and UI Create player character interactions with AI and NPC Who this book is for Who this book is written for: If you're a designer or animator who wishes to take their first steps into game development or prototyping, or if you've simply spent many hours sitting in front of video games with ideas bubbling away in the back of your mind, Unity and this book should be your starting point.

Build a tower defense game and earn delectable C# treats by baking cupcakes and fighting fearsome sweet-toothed pandas About This Book Build a complete and exciting 2D Tower Defense game from scratch. Understand and learn to perform each phase of the game development pipeline Homework and exercises to improve your skills and take them to the next level Who This Book Is For If you are looking forward to get started with 2D game development, either if you are a newcomer to this world, or you came from 3D games or other game engines, this book is for you. Although there are many references to other resources throughout the book, it is assumed that you have a general understanding of C# and its syntax and structure. What You Will Learn Import and set up assets for 2D game development Design and implement dynamic and responsive User Interfaces Create and handle complex animation systems Unlock all the potentiality of the physics engine Implement Artificial Intelligence algorithms to give intelligence to your NPCs Script gameplay and overall bring your ideas to life In Detail Want to get started in the world of 2D game development with Unity? This book will take your hand and guide you through this amazing journey to let you know exactly what you need to build the games you want to build, without sacrificing quality. You will build a solid understanding of Unity 5.x, by focusing with the embedded tools to develop 2D games. In learning about these, along with accurate explanations and practical examples, you will design, develop, learn how to market and publish a delectable Tower Defense game about cupcakes versus pandas. Each chapter in this book is structured to give you a full understanding on a specific aspect of the workflow pipeline. Each of these aspects are essential for developing games in Unity. In a step-by-step approach, you will learn about each of the following phases: Game Design, Asset Importing, Scripting, User Interfaces, Animations, Physics, Artificial Intelligence, Gameplay Programming, Polishing and Improving, Marketing, Publishing and much more. This book provides you with exercises and homework at the end of each chapter so that you can level up your skills as a Unity game developer. In addition, each of these parts are centered on a common point of discussion with other learners just like you. Therefore, by sharing your ideas with other people you will not only develop your skills but you will also build a network. Style and approach This is a fun step-by-step approach in the whole pipeline of 2D game development in Unity, which is explained in a conversational and easy-to-follow style. Each topic is explained sequentially, allowing you to experience both basics and advanced features of Unity. By doing this, the book is able to provide you with a solid grasp on each of the topics. In this way, by engaging with the book's content, exploring the additional references to further readings and completing the homework sections, you are able to challenge yourself and apply what you know in a variety of ways. Once you have finished reading this book, you will be well on your way to developing games from start to finish!

Build classic arcade, shooter and platform games with Unity 2D toolset Key Features Leverage the amazing new functionalities of the latest Unity 2017 2D toolkit. Learn to create 2D characters, animations, fast and efficient game play experiences while keeping your games very lightweight Create engaging games that enable you to perform intergalactic warfare and also fun games similar to temple run and so on. Book Description 2D games are everywhere! Timeless and popular, 2D games represent a substantial segment of the games market. The Unity engine has revolutionized the gaming industry, by making it easier for game developers to create quality games on a budget. If you are looking for a guide to create 2D games using Unity 2017, look no further. With this book, you will learn all the essentials of 2D game development by creating three epic games in a step-by-step manner throughout the course of this book. The first game will have you collecting as many cakes as possible. The second will transport you to outer space to traverse as far as possible while avoiding enemy spaceships. The last game will have you running and jumping across platforms to collect coins and other exotic items. Throughout all these three games, you will create characters, make them move, and create some enemies. And then, of course, write code to destroy them! After showing you the necessities of creating a game, this book will then help you to porting the game to a mobile platform, and provide a path to publish it on the stores. By the end of this book, you will not only have created three complete great games, but be able to apply your knowledge to create and deploy your own games. What you will learn Work with Unity 2017's new 2D workflow and create a 2D scene Set the scene with different types of backgrounds, either static or dynamically using a tileset Bring your character to life through simple animations Understand the core concepts of programming by creating basic code that controls a character and destroys an enemy Create buttons and game controls by using code snippets for input detection Develop three 2D games from genres such as classic arcade, space shooter, and platformer games Add audio and feedback and deploy your games Who this book is for If you are interested in creating your very own 2D games from scratch, then this book will give you all the tools you need to succeed. No C# knowledge is required, all you need is basic coding and scripting knowledge. Whether you are completely new to Unity or have used Unity before and would like to learn about the new 2D features of Unity, this book is for you.

Unity brings you ever closer to the "author once, deploy anywhere" dream. With its multiplatform capabilities, you can target desktop, web, mobile devices, and consoles using a single development engine. Little wonder that Unity has quickly become the #1 game engine out there. Mastering Unity is absolutely essential in an increasingly competitive games market where agility is expected, yet until now practical tutorials were nearly impossible to find. Creating Games with Unity and Maya gives you with an end-to-end solution for Unity game development with Maya. Written by a twelve-year veteran of the 3D animation and games industry and professor of 3D animation, this book takes you step-by-step through the process of developing an entire game from scratch-including coding, art, production, and deployment. This accessible guide provides a "non-programmer" entry point to the world of game creation. Aspiring developers with little or no coding experience will learn character development in Maya, scripts, GUI interface, and first- and third-person interactions.

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