



Cool projects that will push your skills to the limit

Unity 4 Game Development

Develop spectacular gaming content by exploring and utilizing Unity 4

HOTSHOT

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Unity 4 Game Development Hotshot Wittayabundit Jate

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Unity 4 Game Development Hotshot Jate Wittayabundit,2014-01-01 In Detail Immerse yourself in the world of high end game design by partaking in challenging missions Start off by working with the Sprite Mode then learn the basics of creating a UI system for an RPG and work your way through the game virtually embodying your greatest hero or heroine Every project is designed to push your Unity skills to the limit and beyond You will start by creating a 2D platform game with the new 2D sprite feature and move on to the Unity GUI system Then you will create a 3D character and make it move By the end of this book you will know how to post the player s score to the hi score board Approach An easy to follow hands on step by step project Each project includes the complete source code and assets having screenshots and diagrams Who this book is for If you are an experienced user who has a basic knowledge of how to use the Unity game engine or are an intermediate user who wants to learn more tips and tricks in using the Unity game engine this book is ideal for you **Unity 4 Game**

Development Hotshot Jate Wittayabundit,2014-07-27 **Unity 2018 Cookbook** Matt Smith,2018-08-31 Develop quality game components and solve common gameplay problems with various game design patterns Key Features Become proficient at traditional 2D and 3D game development Build amazing interactive interfaces with Unity s UI system Develop professional games with realistic animation and graphics materials and cameras and AI with Unity 2018 Book Description With the help of the Unity 2018 Cookbook you ll discover how to make the most of the UI system and understand how to animate both 2D and 3D characters and game scene objects using Unity s Mecanim animation toolsets Once you ve got to grips with the basics you will familiarize yourself with shaders and Shader Graphs followed by understanding the animation features to enhance your skills in building fantastic games In addition to this you will discover AI and navigation techniques for nonplayer character control and later explore Unity 2018 s newly added features to improve your 2D and 3D game development skills This book provides many Unity C gameplay scripting techniques By the end of this book you ll have gained comprehensive knowledge in game development with Unity 2018 What you will learn Get creative with Unity s shaders and learn to build your own shaders with the new Shader Graph tool Create a text and image character dialog with the free Fungus Unity plugin Explore new features integrated into Unity 2018 including TextMesh Pro and ProBuilder Master Unity audio including ducking reverbing and matching pitch to animation speeds Work with the new Cinemachine and timeline to intelligently control camera movements Improve ambiance through the use of lights and effects including reflection and light probes Create stylish user interfaces with the UI system including power bars and clock displays Who this book is for Unity 2018 Cookbook is for you if you want to explore a wide range of Unity scripting and multimedia features and find ready to use solutions for many game features This book also helps programmers explore multimedia features It is assumed that you already know basics of Unity and have some programming knowledge of C *Hands-On Unity 2021 Game Development* Nicolas Alejandro Borromeo,2021-08-20 Achieve mesmerizing game experiences using the latest Unity 2021 features by following a practical

approach to building professional games Key FeaturesUnleash the capabilities of C scripting to create UIs graphics game AI agents and moreExplore Unity s latest tools including Universal Render Pipeline Shader Graph UI Toolkit Visual Scripting and VFX graph to enhance graphics and animationBuild an AR experience using Unity s AR FoundationBook Description Learning how to use Unity is the quickest way to creating a full game but that s not all you can do with this simple yet comprehensive suite of video game development tools Unity is just as useful for creating AR VR experiences complex simulations real time realistic rendering films and practical games for training and education Hands On Unity 2021 Game Development outlines a practical journey to creating your first full game from the ground up building it step by step and applying your knowledge as you progress Complete with hands on tutorials and projects this easy to follow guide will teach you how to develop the game using several Unity tools As you advance you will learn how to use the Unity engine create simple scripts using C integrate graphics sound and animations and manipulate physics to create interesting mechanics for your game You ll be able to apply all the knowledge that you gain to a real world game Later chapters will show you how to code a simple AI agent to challenge the user and use profiling tools to ensure that the code runs efficiently Finally you ll work with Unity s AR tools to create AR experiences for 3D apps and games By the end of this Unity book you will have created a complete game and built a solid foundation in using a wide variety of Unity tools What you will learnExplore both C and Visual Scripting tools to customize various aspects of a game such as physics gameplay and the UIProgram rich shaders and effects using Unity s new Shader Graph and Universal Render PipelineImplement postprocessing to improve graphics quality with full screen effectsCreate rich particle systems for your Unity games from scratch using VFX Graph and ShurikenAdd animations to your game using the Animator Cinemachine and TimelineUse the brand new UI Toolkit package to create user interfacesImplement game AI to control character behaviorWho this book is for This book is best suited for game developers looking to upgrade their knowledge and those who want to migrate their existing skills to the Unity game engine Those with prior Unity knowledge will also benefit from the chapters exploring the latest features While you ll still be able to follow along if you don t have any programming experience knowing the fundamentals of C programming will help you get the most out of this book Unity 4.x Game AI Programming Aung Sithu Kyaw,Clifford Peters,Thet Naing Swe,2013 Step by step practical tutorialAre you are a programmer with basic knowledge of Unity3D who would like to add AI features to your game Are you looking for a reference on implementing AI in Unity3D with simple to follow instructions and lots of sample code and projects Then this book is for you You should have some background in C language as this book will use C for scripting However if you know any other language you should be able to follow this book fairly easily **Unity Game Development Scripting** Kyle D'Aoust,2014-12-22 If you are new to Unity scripting and want to learn simple and modular code and advance your knowledge to the next level this is the book for you *Unity 4.x Game Development by Example Beginner's Guide* Ryan Henson Creighton,2013-12-26 This is a practical and light hearted guide to get to grips with creating your first games with

easy to follow step by step tutorials using the award winning Unity engine If you ve ever wanted to enter the world of independent game development but have no prior knowledge of programming or game development then this is the book for you Game developers transitioning from other tools like GameMaker and Flash will find this a useful tool to get them up to speed on the Unity engine as will anyone who has never handled the Unity engine before **Getting Started with Unity 5** Dr Edward Lavieri,2015-05-29 If you are a game developer interested in learning Unity 3D from scratch and becoming familiar with its core features then this book is for you No prior knowledge of Unity 3D is required **Unity 3D Game Development** Anthony Davis,Travis Baptiste,Russell Craig,Ryan Stunkel,2022-08-29 Create ready to play 3D games with reactive environments sound dynamic effects and more Key Features Build a solid foundation for game design and game development Understand the fundamentals of 3D such as coordinates spaces vectors and cameras Get to grips with essential Unity concepts including characters scenes terrains objects and more Book DescriptionThis book written by a team of experts at Unity Technologies follows an informal demystifying approach to the world of game development Within Unity 3D Game Development you will learn to Design and build 3D characters and game environments Think about the users interactions with your game Develop an interface and apply visual effects to add an emotional connection to your world Gain a solid foundation of sound design animations and lighting Build test and add final touches The book contains expert insights that you ll read before you look into the project on GitHub to understand all the underpinnings This way you get to see the end result and you re allowed to be creative and give your own thoughts to design as well as work through the process with the new tools we introduce Join the book community on Discord to read this book with Unity game developers and the team of authors Ask questions build teams chat with the authors participate in events and much more The link to join is included in the book What you will learn Learn fundamentals of designing a 3D game and C scripting Design your game character and work through their mechanics and movements Create an environment with Unity Terrain and ProBuilder Explore instantiation and rigid bodies through physics theory and code Implement sound lighting effects trail rendering and other dynamic effects Create a short fully functional segment of your game in a vertical slice Polish your game with performance tweaks Join the book club to read alongside other users and Unity experts and ask the authors for help when stuck Who this book is for Our goal with this book is to enable every reader to build the right mindset to think about 3D games and then show them all the steps we took to create ours The main target audience for this book is those with some prior knowledge in game development though regardless of your experience we hope to create an enjoyable learning journey for you **Ouya Unity Game Development** Gary Riches,2013-10-23 A clear concise and practical guide that will teach you how to build your own console game and become an indie developer This book is for game developers who are interested in developing games for the Ouya console on the Unity game engine It is assumed that you have a basic understanding of Unity **Unity AI Programming Essentials** Curtis Bennett,Dan Violet Sagmiller,2014-12-22 This book is aimed at developers who know the

basics of game development with Unity and want to learn how to add AI to their games You do not need any previous AI knowledge this book will explain all the essential AI concepts and show you how to add and use them in your games

Learning C# by Developing Games with Unity 2021 Harrison Ferrone,2021-10-29 Learn C programming from scratch using Unity as a fun and accessible entry point with this updated edition of the bestselling series Includes invitation to join the online Unity Game Development community to read the book alongside peers Unity developers C programmers and Harrison Ferrone Purchase of the print or Kindle book includes a free eBook in the PDF format Key FeaturesLearn C programming basics terminology and coding best practicesBecome confident with Unity fundamentals and features in line with Unity 2021Apply your C knowledge in practice and build a working first person shooter game prototype in UnityBook Description The Learning C by Developing Games with Unity series has established itself as a popular choice for getting up to speed with C a powerful and versatile programming language with a wide array of applications in various domains This bestselling franchise presents a clear path for learning C programming from the ground up through the world of Unity game development This sixth edition has been updated to introduce modern C features with Unity 2021 A new chapter has also been added that covers reading and writing binary data from files which will help you become proficient in handling errors and asynchronous operations The book acquaints you with the core concepts of programming in C including variables classes and object oriented programming You will explore the fundamentals of Unity game development including game design lighting basics player movement camera controls and collisions You will write C scripts for simple game mechanics perform procedural programming and add complexity to your games by introducing smart enemies and damage causing projectiles By the end of the book you will have developed the skills to become proficient in C programming and built a playable game prototype with the Unity game engine What you will learnFollow simple steps and examples to create and implement C scripts in UnityDevelop a 3D mindset to build games that come to lifeCreate basic game mechanics such as player controllers and shooting projectiles using C Divide your code into pluggable building blocks using interfaces abstract classes and class extensionsBecome familiar with stacks queues exceptions error handling and other core C conceptsLearn how to handle text XML and JSON data to save and load your game dataExplore the basics of AI for games and implement them to control enemy behaviorWho this book is for If you re a developer programmer hobbyist or anyone who wants to get started with Unity and C programming in a fun and engaging manner this book is for you You ll still be able to follow along if you don t have programming experience but knowing the basics will help you get the most out of this book Unity AI Game Programming Ray Barrera,Aung Sithu Kyaw,Clifford Peters,2015 Leverage the power of Unity 5 to create fun and unbelievable AI entities in your games About This Book Compose richer games by learning the essential concepts in artificial intelligence with exciting examples Explore the brand new Unity 5 features that make implementing artificial intelligence in your game easier than ever Using this practical guide become a competent Unity 3D developer by learning AI techniques

methods and the applicability of AI Who This Book Is For This book is intended for Unity developers with a basic understanding of C and the Unity editor Whether you're looking to build your first game or are looking to expand your knowledge as a game programmer you will find plenty of exciting information and examples of game AI in terms of concepts and implementation It does not require any prior technical knowledge of how game AI works What You Will Learn Understand the basic terminology and concepts in game AI Implement a basic finite state machine using state machine behaviors in Unity 5 Create sensory systems for your AI with the most commonly used techniques Implement an industry standard path finding system and a navigation mesh with the Unity 5 NavMesh feature Build believable and highly efficient artificial flocks and crowds Create a basic behavior tree to drive a character's actions Make your characters more engaging by implementing fuzzy logic concepts in your AI's decision making Tie all the concepts together with examples and guides In Detail Unity 5 provides game and app developers with a variety of tools to implement artificial intelligence Leveraging these tools via Unity's API or built in features allows limitless possibilities when it comes to creating your game's worlds and characters Whether you are developing traditional serious educational or any other kind of game understanding how to apply artificial intelligence can take the fun factor to the next level This book helps you break down artificial intelligence into simple concepts to give the reader a fundamental understanding of the topic to build upon Using a variety of examples the book then takes those concepts and walks you through actual implementations designed to highlight key concepts and features related to game AI in Unity 5 Along the way several tips and tricks are included to make the development of your own AI easier and more efficient Starting from covering the basic essential concepts to form a base for the later chapters in the book you will learn to distinguish the state machine pattern along with implementing your own This will be followed by learning how to implement a basic sensory system for your AI agent and coupling it with a finite state machine FSM Next you will be taught how to use Unity's built in NavMesh feature and implement your own A pathfinding system Then you will learn how to implement simple flocks and crowd's dynamics the key AI concepts Then moving on you will learn how a behavior tree works and its implementation Next you will learn adding layer of realism by combining fuzzy logic concepts with state machines Lastly you learn applying all the concepts in the book by combining them in a simple tank game Style and approach An easy to follow guide that is full of example implementations of the concepts and is accompanied by easy to understand demonstrations and explanations of the code and concepts

Unity in Action, Third Edition Joe Hocking, 2022-03-01 This hands on beginners guide gets you building games fast all with the awesome Unity engine You'll speed past the basics and use your existing coding skills to create 2D 3D and AR VR games In Unity in Action Third Edition you will learn how to Create characters that run jump and bump into things Build 3D first person shooters and third person action games Construct 2D card games and side scrolling platformers Script enemies with AI Improve game graphics by importing models and images Design an intuitive user interface for your games Play music and spatially aware sound effects

Connect your games to the internet for online play Deploy your games to desktop mobile and the web Thousands of new game developers have chosen Joe Hocking's Unity in Action as their first step toward Unity mastery Starting with the initial groundwork of a new game development project you'll quickly start writing custom code instead of clicking together premade scripts This fully updated third edition comes packed with fully refreshed graphics Unity's latest features and coverage of augmented and virtual reality toolkits You'll master the Unity toolset from the ground up learning the skills to go from application coder to game developer Foreword by Jesse Schell About the technology Writing games is rewarding and fun and with Unity it's easy to get started Unity handles the heavy lifting so you can focus on game play graphics and user experience C support and a huge ecosystem of prebuilt components help even first time developers go from the drawing board to the screen fast About the book Unity in Action Third Edition teaches you to create games with the Unity game platform It's many 2D 3D and AR VR game examples give you hands on experience with Unity's workflow tools and state of the art rendering engine This fully updated third edition presents new coverage of Unity's XR toolkit and shows you how you can start building with virtual and augmented reality What's inside Create characters that run jump and bump into things Script enemies with AI Play music and spatially aware sound effects Deploy your games to desktop mobile and the web About the reader For programmers who know any object oriented programming language Examples are in C About the author Joe Hocking is a software engineer and Unity expert specializing in interactive media development Table of Contents PART 1 FIRST STEPS 1 Getting to know Unity 2 Building a demo that puts you in 3D space 3 Adding enemies and projectiles to the 3D game 4 Developing graphics for your game PART 2 GETTING COMFORTABLE 5 Building a Memory game using Unity's 2D functionality 6 Creating a basic 2D platformer 7 Putting a GUI onto a game 8 Creating a third person 3D game Player movement and animation 9 Adding interactive devices and items within the game PART 3 STRONG FINISH 10 Connecting your game to the internet 11 Playing audio Sound effects and music 12 Putting the parts together into a complete game 13 Deploying your game to players devices

Unity Game Development Blueprints John P. Doran, 2014-11-11 If you want to build enticing projects with Unity this book is for you Readers who are familiar with the basics of how to create simple projects in Unity will have an easier time

Unity in Action Joseph Hocking, 2018-03-27 Summary Manning's bestselling and highly recommended Unity book has been fully revised Unity in Action Second Edition teaches you to write and deploy games with the Unity game development platform You'll master the Unity toolset from the ground up adding the skills you need to go from application coder to game developer Foreword by Jesse Schell author of The Art of Game Design Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Technology Build your next game without sweating the low level details The Unity game development platform handles the heavy lifting so you can focus on game play graphics and user experience With support for C programming a huge ecosystem of production quality prebuilt assets and a strong dev community Unity can get your next great game idea off the drawing board and onto

the screen About the Book Unity in Action Second Edition teaches you to write and deploy games with Unity As you explore the many interesting examples you ll get hands on practice with Unity s intuitive workflow tools and state of the art rendering engine This practical guide exposes every aspect of the game dev process from the initial groundwork to creating custom AI scripts and building easy to read UIs And because you asked for it this totally revised Second Edition includes a new chapter on building 2D platformers with Unity s expanded 2D toolkit What s Inside Revised for new best practices updates and more 2D and 3D games Characters that run jump and bump into things Connect your games to the internet About the Reader You need to know C or a similar language No game development knowledge is assumed About the Author Joe Hocking is a software engineer and Unity expert specializing in interactive media development Table of Contents PART 1 First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 Getting comfortable Building a Memory game using Unity s 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third person 3D game player movement and animation Adding interactive devices and items within the game PART 3 Strong finish Connecting your game to the internet Playing audio sound effects and music Putting the parts together into a complete game Deploying your game to players devices

Unity Game Development in 24 Hours, Sams Teach Yourself Mike Geig,2021-10-08 In just 24 lessons of one hour or less Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 2021 game engine at the heart of Inside Kerbal Space Program Subnautica and many other sizzling hot games This book s straightforward step by step approach teaches you everything from the absolute basics through sophisticated game physics animation and mobile device deployment techniques Every lesson builds on what you ve already learned giving you a rock solid foundation for real world success Step by step instructions carefully walk you through the most common Unity game development tasks Four sample game projects illustrate the topics Practical hands on examples show you how to apply what you learn Quizzes and exercises help you test your knowledge and stretch your skills Notes and Tips point out shortcuts and solutions Learn how to Get up and running fast with the Unity 2021 game engine and editor Work efficiently with Unity s graphical asset pipeline Make the most of lights and cameras Sculpt stunning worlds with Unity s terrain and environmental tools Script tasks ranging from capturing input to building complex behaviors Quickly create repeatable reusable game objects with prefabs Implement easy intuitive game user interfaces Control players through built in and custom character controllers Build realistic physical and trigger collisions Leverage the full power of Unity s Animation and Timeline systems Integrate complex audio into your games Use mobile device accelerometers and multi touch displays Build engaging 2D games with Unity s 2D tools and Tilemap Apply the finishing touches and deploy your games **Learn Unity 4 for iOS Game Development** Philip Chu,2013-08-04 Unity is an incredibly powerful and popular game creation tool and Unity 4 brings even more great features including Mechanim animation Learn Unity 4 for iOS Game Development will show you how to use Unity with Xcode to

create fun imaginative 3D games for iPhone iPad and iPod touch You ll learn how to optimize your game for both speed and quality how to test and profile your game and how to get the most out of your iOS device features including the gyroscope and accelerometer You ll also learn how to incorporate the latest Game Center improvements in iOS 6 into your game how to make sure your game gets into the App Store and even how to promote your app and track revenue If you have a great 3D game idea and you want to make it a reality in the App Store then Learn Unity 4 for iOS Game Development has exactly what you need

Hands-On Unity 2020 Game Development Nicolas Alejandro Borrromeo,2020-07-29 Build immersive game experiences using the new Unity 2020 features with this practical guide Key Features Unleash the capabilities of C scripting for creating immersive UI graphics Game AI agents and much more Explore Unity s latest tools including Universal Render Pipeline Shader Graph and VFX graph to enhance graphics and animation Get started with building augmented reality experience using Unity s AR Foundation Book DescriptionOver the years the Unity game engine has extended its scope from just being about creating video games to building AR VR experiences complex simulations real time realistic rendering films and serious games for training and education Its features for implementing gameplay graphics and customization using C programming make Unity a comprehensive platform for developing professional level rich experiences With this book you ll be able to build impressive Unity projects in a step by step manner and apply your knowledge of Unity concepts to create a real world game Complete with hands on tutorials and projects this easy to follow guide will show you how to develop your first complete game using a variety of Unity tools As you make progress you ll learn how to make the most of the Unity Editor and create scripts using the C programming language This Unity game development book will then take you through integrating graphics sound and animations and manipulating physics to create impressive mechanics for your games You ll also learn how to code a simple AI agent to challenge the user and use profiling tools to ensure that the code runs in a performant way Finally you ll get to grips with Unity s AR Foundation for creating AR experiences for 3D apps and games By the end of this book you ll have developed a complete game and will have built a solid foundation using Unity s tooling ecosystem to develop game projects of any scale What you will learn Write scripts for customizing various aspects of a game such as physics gameplay and UI Program rich shaders and effects using Unity s new Shader Graph and Universal Render Pipeline Implement postprocessing to increase graphics quality with full screen effects Create rich particle systems for your Unity games from scratch using VFX Graph and Shuriken Add animations to your game using the Animator Cinemachine and Timeline Implement game artificial intelligence AI to control character behavior Detect and fix optimization issues using profilers and batching Who this book is for This book is for game developers looking to migrate to the Unity game engine If you are a developer with some exposure to Unity this book will help you explore its latest features Prior experience with C programming is required to get the most out of the book

Unity 3.x Game Development Essentials Will Goldstone,2011-12-20 This book follows an informal demystifying approach to the world of game development with the Unity

game engine With no prior knowledge of game development or 3D required you will learn from scratch taking each concept at a time working up to a full 3D mini game You ll learn scripting with C or JavaScript and master the Unity development environment with easy to follow stepwise tasks 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 No prior knowledge of game production is required inviting you to simply bring with you a passion for making great games

Unity 4 Game Development Hotshot Wittayabundit Jate Book Review: Unveiling the Magic of Language

In a digital era where connections and knowledge reign supreme, the enchanting power of language has been apparent than ever. Its capability to stir emotions, provoke thought, and instigate transformation is really remarkable. This extraordinary book, aptly titled "**Unity 4 Game Development Hotshot Wittayabundit Jate**," published by a very acclaimed author, immerses readers in a captivating exploration of the significance of language and its profound affect on our existence. Throughout this critique, we will delve into the book's central themes, evaluate its unique writing style, and assess its overall influence on its readership.

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