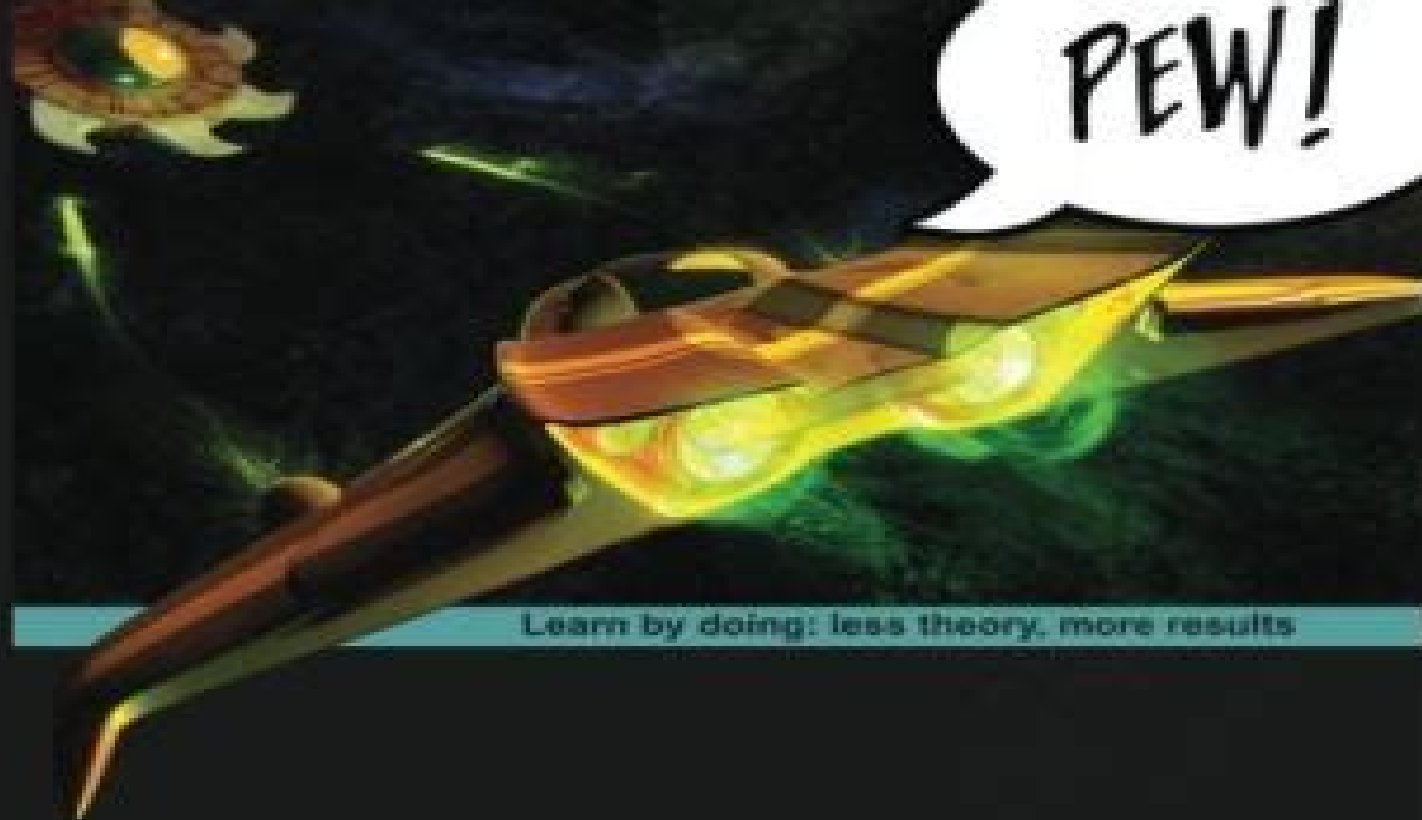




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Unity 4.x Game Development by Example Beginner's Guide Ryan Henson Creighton, 2013-12-26 This is a practical and light hearted guide to get to grips with creating your first games with easy to follow step by step tutorials using the award winning Unity 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

Unity 5 Game Optimization Chris Dickinson, 2015-11-06 Master performance optimization for Unity3D applications with tips and techniques that cover every aspect of the Unity3D Engine About This Book Optimize CPU cycles memory usage and GPU throughput for any Unity3D application Master optimization techniques across all Unity Engine features including Scripting Asset Management Physics Graphics Features and Shaders A practical guide to exploring Unity Engine s many performance enhancing methods Who This Book Is For This book is intended for intermediate and advanced Unity developers who have experience with most of Unity s feature set and who want to maximize the performance of their game Familiarity with the C language will be needed What You Will Learn Use the Unity Profiler to find bottlenecks anywhere in our application and discover how to resolve them Implement best practices for C scripting to avoid common pitfalls Develop a solid understanding of the rendering pipeline and maximize its performance through reducing draw calls and avoiding fill rate bottlenecks Enhance shaders in a way that is accessible to most developers optimizing them through subtle yet effective performance tweaks Keep our scenes as dynamic as possible by making the most of the Physics engine Organize filter and compress our art assets to maximize performance while maintaining high quality Pull back the veil on the Mono Framework and the C Language to implement low level enhancements that maximize memory usage and avoid garbage collection Get to know the best practices for project organization to save time through an improved workflow In Detail Competition within the gaming industry has become significantly fiercer in recent years with the adoption of game development frameworks such as Unity3D Through its massive feature set and ease of use Unity helps put some of the best processing and rendering technology in the hands of hobbyists and professionals alike This has led to an enormous explosion of talent which has made it critical to ensure our games stand out from the crowd through a high level of quality A good user experience is essential to create a solid product that our users will enjoy for many years to come Nothing turns gamers away from a game faster than a poor user experience Input latency slow rendering broken physics stutters freezes and crashes are among a gamer s worst nightmares and it s up to us as game developers to ensure this never happens High performance does not need to be limited to games with the biggest teams and budgets Initially you will explore the major features of the Unity3D Engine from top to bottom investigating a multitude of ways we can improve application performance starting with the detection and analysis of bottlenecks You ll then gain an understanding of possible solutions

and how to implement them You will then learn everything you need to know about where performance bottlenecks can be found why they happen and how to work around them This book gathers a massive wealth of knowledge together in one place saving many hours of research and can be used as a quick reference to solve specific issues that arise during product development Style and approach This book is organized based on the major features of Unity engine and should be treated as a reference guide It is written as a series of investigations into both common and unusual performance pitfalls each including a study on why the bottleneck is causing us problems and a list of enhancements or features that can be used to work around them Differences in effectiveness behaviors or feature sets between Unity 4 x and Unity 5 x will be highlighted **Unity 3.x**

Game Development by Example Ryan Henson Creighton,2011-09-01 A seat of your pants manual for building fun groovy little games quickly with Unity 3 x **Unity 3D Game Development by Example** Ryan Henson Creighton,2010 Unity 3D Game Development by Example Ryan Henson Creighton,2010-09-24 Beginner game developers are wonderfully optimistic passionate and ambitious But that ambition is often dangerous Too often budding indie developers and hobbyists bite off more than they can chew Some of the most popular games in recent memory Doodle Jump Paper Toss and Canabalt to name a few have been fun simple games that have delighted players and delivered big profits to their creators This is the perfect climate for new game developers to succeed by creating simple games with Unity 3D starting today This book starts you off on the right foot emphasizing small simple game ideas and playable projects that you can actually finish The complexity of the games increases gradually as we progress through the chapters The chosen examples help you learn a wide variety of game development techniques With this understanding of Unity 3D and bite sized bits of programming you can make your own mark on the game industry by finishing fun simple games This book shows you how to build crucial game elements that you can reuse and re skin in many different games using the phenomenal and free Unity 3D game engine It initiates you into indie game culture by teaching you how to make your own small simple games using Unity3D and some gentle easy to understand code It will help you turn a rudimentary keep up game into a madcap race through hospital hallways to rush a still beating heart to the transplant ward program a complete 2D game using Unity s User Interface controls put a dramatic love story spin on a simple catch game and turn that around into a classic space shooter with spectacular explosions and pew sounds By the time you re finished you ll have learned to develop a number of important pieces to create your own games that focus in on that small singular piece of joy that makes games fun This book shoots straight for the heart of fun simple game design and keeps shooting until you have all the pieces you need to assemble your own great games Unity 3d Game Development by Example Beginner's Guide Ryan Henson Creighton,2011-04-15 The book is suitable for anybody who wants to create games in Unity You don t need a programming background If you love playing games and want to try your hand at creating them this book is the place to start **Unity 3** Ryan Henson Creighton,2011 **Unity 4.x Game AI Programming** Aung Sithu Kyaw,Clifford Peters,Thet Naing Swe,2013 Step by step practical tutorialAre you are a

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Beginner's Guide Thomas Finnegan,2013-12-20 Unity Android Game Development by Example Beginner's Guide consists of different game application examples No prior experience with programming Android or Unity is required You will learn everything from scratch and will have an organized flow of information specifically designed for complete beginners to Unity Great for developers new to Unity Android or both this book will walk you through everything you need to know about game development for the Android mobile platform No experience with programming Android or Unity is required Most of the assets used in each chapter project are provided with the book but it is assumed that you have some access to basic image and model creation software You will also need access to an Android powered device

Sams Teach Yourself Unity Game

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Unity 5. X Game Development Blueprints John P. Doran,2016-05-25 A project based guide to help you create amazing games with Unity 5

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world Its real time platform driven by tools and services provides fantastic opportunities for game developers and innovators across sectors and applications Mastering Unity covers the creation of both three dimensional 3D and two dimensional 2D games as well as interactive simulations and other experiences Since Unity is an engine used in sectors other than video games including film automotive architectural engineering manufacturing and is even used by the armed forces Mastering Unity focuses on a broader usage for Unity This book starts with the setup and installation of Unity which is followed by additional info related to its usage Mastering Unity covers such topics as scene management debugging 2D and 3D physics and Unity Hub setup Considering that C is often the primary programming language used in Unity this book covers object oriented principles as well as C coding at great length That said you can use any other language in Unity including JavaScript Rust or Mono For the most part Mastering Unity strives to be programming language neutral to help you fully understand the Unity concepts If you are an absolute beginner Mastering Unity will help you understand the basics about Unity its features technical requirements architecture and the scripting language used in Unity This book also focuses on setting up Unity which encompasses installation project creation and launches of a project scene Mastering Unity also addresses dealing with scenes and game objects prefabs storing scenes animations in Unity and performance optimization Mastering Unity will also help you learn how to test and release a game in Unity to various platforms Learn more about our other Mastering titles at <https://www.routledge.com/Mastering-Computer-Science-book-series-MCS>

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Procedural Content Generation for Unity Game Development Ryan Watkins, 2016-01-30 Harness the power of procedural content generation to design unique games with Unity About This Book Learn the basics of PCG development Develop a 2D game from start to finish Explore all the different ways PCG can be applied in games Who This Book Is For This book is for Unity game developers especially those who work on indie games You should be familiar with Unity and C scripting but you'll be able to jump in and start learning PCG straightaway What You Will Learn Understand the theory of Procedural Content Generation Learn the uses of Pseudo Random Numbers Create reusable algorithm designs for PCG Evaluate the data structures for PCG Develop smaller games with larger amounts of content Generate content instead of spending time designing every minute detail Learn when and how to add PCG to your game Learn the fundamental techniques of PCG In Detail Procedural Content

Generation is a process by which game content is developed using computer algorithms rather than through the manual efforts of game developers This book teaches readers how to develop algorithms for procedural generation that they can use in their own games These concepts are put into practice using C and Unity is used as the game development engine This book provides the fundamentals of learning and continued learning using PCG You ll discover the theory of PCG and the mighty Pseudo Random Number Generator Random numbers such as die rolls and card drafting provide the chance factor that makes games fun and supplies spontaneity This book also takes you through the full development of a 2D game Starting with level generation you ll learn how PCG can make the game environment for you You ll move into item generation and learn the different techniques to procedurally create game items Thereafter you ll be guided through the more abstract PCG areas such as scaling difficulty to the player and even generating music The book helps you set up systems within your games where algorithms create computationally generated levels art assets quests stories characters and weapons these can substantially reduce the burden of manually creating every aspect of the game Finally you ll get to try out your new PCG skills on 3D terrain generation Style and approach An easy to follow project based guide that will let you build a complete game by the end of the book using PCG

Basic Math for Game Development with Unity 3D Kelvin Sung, Gregory Smith, 2019-12-05 Use Unity based examples to understand fundamental mathematical concepts and see how they are applied when building modern video game functionality You will gain the theoretical foundation you need and you will know how to examine and modify an implementation This book covers points in a 3D Cartesian coordinate system and then discusses vectors and the details of dot and cross products Basic mathematical foundations are illustrated through Unity based example implementations Also provided are examples showing how the concepts are applied when implementing video game functionality such as collision support motion simulations autonomous behaviors shadow approximations and reflection off arbitrary walls Throughout this book you learn and examine the concepts and their applications in a game engine What You Will Learn Understand the basic concepts of points and vectors and their applications in game development Apply mathematical concepts to modern video game functionality such as spherical and box colliders Implement autonomous behaviors including following way points facing a target chasing an object etc Who This Book is For Beginners and those interested in the implementation of interactive games who need a basic mathematical background or a refresher with modern examples

Unity Ios Game Development Beginners Guide Gregory Pierce, 2012 This step by step book guides you through the process of using Unity to create monetized iOS games It will get you through all the major learning points in a smooth logical order You will also learn how to avoid some common pitfalls This book is for developers and designers who want to learn the process of building commercial game applications using Unity It is intended for novices through to intermediate developers of all types regardless of their skill level with Unity This book is packed with clear instructions and careful explanations for creating a powerful social networking site using Drupal 7 With each chapter you add new features

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Unity 4 Fundamentals Alan Thorn,2013-12-04 Get ahead of the game with Unity 4 The Unity engine is the tool of choice for many indie and AAA game developers Unity 4 Fundamentals gives readers a head start on the road to game development by offering beginners a comprehensive step by step introduction to the latest Unity 4 engine The author takes a theory to practice approach to demonstrate what Unity 4 has to offer which includes Asset management tools Real time lighting and lightmapping Particle systems Navigation and pathfinding

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Table of Contents Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson

1. Understanding the eBook Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson
 - The Rise of Digital Reading Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson
 - Advantages of eBooks Over Traditional Books
2. Identifying Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson
 - User-Friendly Interface
4. Exploring eBook Recommendations from Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson
 - Personalized Recommendations

- Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson User Reviews and Ratings
- Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson and Bestseller Lists
- 5. Accessing Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson Free and Paid eBooks
 - Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson Public Domain eBooks
 - Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson eBook Subscription Services
 - Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson Budget-Friendly Options
- 6. Navigating Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson eBook Formats
 - ePub, PDF, MOBI, and More
 - Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson Compatibility with Devices
 - Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson Enhanced eBook Features
- 7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson
 - Highlighting and Note-Taking Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson
 - Interactive Elements Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson
- 8. Staying Engaged with Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson
- 9. Balancing eBooks and Physical Books Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson
- 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time

11. Cultivating a Reading Routine Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson
 - Setting Reading Goals Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson
 - Fact-Checking eBook Content of Unity 4 X Game Development By Example Beginner S Guide Creighton Ryan Henson
 - Distinguishing Credible Sources
13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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