

Quick answers to common problems

Unity 4.x Cookbook

Over 100 recipes to spice up your Unity skills



Unity 4 X Cookbook Queiroz Chico

Matt Smith, Chico Queiroz

Unity 4 X Cookbook Queiroz Chico:

Unity 5.x Cookbook Matt Smith, Chico Queiroz, 2015-10-05 Over 100 recipes exploring the new and exciting features of Unity 5 to spice up your Unity skillset About This Book Built on the solid foundation of the popular Unity 4 x Cookbook the recipes in this edition have been completely updated for Unity 5 Features recipes for both 2D and 3D games Provides you with techniques for the new features of Unity 5 including the new UI system 2D game development new Standard Shaders and the new Audio Mixer Who This Book Is For From beginners to advanced users from artists to coders this book is for you and everyone in your team Programmers can explore multimedia features and multimedia developers can try their hand at scripting Basic knowledge and understanding of the Unity platform game design principles and programming knowledge in C is essential What You Will Learn Immerse players with great audio utilizing Unity 5 s audio features including the new Audio Mixer ambient sound with Reverb Zones dynamic soundtracks with Snapshots and balanced audio via Ducking Create better materials with Unity's new physically based Standard Shader Measure and control time including pausing the game displaying clocks and countdown timers and even implementing bullet time effects Improve ambiance through the use of lights and effects such as reflection and light probes Create stylish user interfaces with the new UI system including power bars clock displays and an extensible inventory system Save and load text and media assets from local or remote sources publish your game via Unity Cloud and communicate with websites and their databases to create online scoreboards Discover advanced techniques including the publisher subscriber and state patterns performance bottleneck identification and methods to maximize game performance and frame rates Control 2D and 3D character movement and use NavMeshAgents to write NPC and enemy behaviors such as seek flee flock and waypoint path following In Detail Unity 5 is a flexible and intuitive multiplatform game engine that is becoming the industry s de facto standard Learn to craft your own 2D and 3D computer games by working through core concepts such as animation audio shaders GUI lights cameras and scripting to create your own games with Unity 5 Completely re written to cover the new features of Unity 5 this book is a great resource for all Unity game developers from those who have recently started using Unity right up to Unity professionals The first half of the book focuses on core concepts of 2D game design while the second half focuses on developing 3D game development skills In the first half you will discover the new GUI system the new Audio Mixer external files and animating 2D characters in 2D game development As you progress further you will familiarize yourself with the new Standard Shaders the Mecanim system Cameras and the new Lighting features to hone your skills towards building 3D games to perfection Finally you will learn non player character control and explore Unity 5 s extra features to enhance your 3D game development skills Style and approach Each chapter first introduces the topic area and explains how the techniques covered can enhance your games Every recipe provides step by step instructions followed by an explanation of how it all works and useful additional refinements or alternative approaches Every required resource and C script fully commented is available to download

enabling you to follow each recipe yourself **Extending Unity with Editor Scripting** Angelo Tadres, 2015-09-21 Put Unity to use for your video games by creating your own custom tools with editor scriptingAbout This Book Acquire a good understanding of extending Unity's editor capabilities for a platformer game by using Gizmos custom inspectors editor windows scriptable objects and more Learn to configure and get control over your asset import pipeline using asset preprocessors A step by step comprehensible guide to creating and customizing a build pipeline that fits the necessities of your video game development team Who This Book Is For This book is for anyone who has a basic knowledge of Unity programming using C and wants to learn how to extend and create custom tools using Unity editor scripting to improve the development workflow and make video game development easier What You Will Learn Use Gizmos to create visual aids for debugging Extend the editor capabilities using custom inspectors property and decorator drawers editor windows and handles Save your video game data in a persistent way using scriptable objects Improve the look and feel of your custom tools using GUIStyles and GUISkins Configure and control the asset import pipeline Improve the build creation pipeline Distribute the custom tools in your team or publish them in the Asset Store In Detail One of Unity's most powerful features is the extensible editor it has With editor scripting it is possible to extend or create functionalities to make video game development easier For a Unity developer this is an important topic to know and understand because adapting Unity editor scripting to video games saves a great deal of time and resources This book is designed to cover all the basic concepts of Unity editor scripting using a functional platformer video game that requires workflow improvement You will commence with the basics of editor scripting exploring its implementation with the help of an example project a level editor before moving on to the usage of visual cues for debugging with Gizmos in the scene view Next you will learn how to create custom inspectors and editor windows and implement custom GUI Furthermore you will discover how to change the look and feel of the editor using editor GUIStyles and editor GUISkins You will then explore the usage of editor scripting in order to improve the development pipeline of a video game in Unity by designing ad hoc editor tools customizing the way the editor imports assets and getting control over the build creation process Step by step you will use and learn all the key concepts while creating and developing a pipeline for a simple platform video game As a bonus the final chapter will help you to understand how to share content in the Asset Store that shows the creation of custom tools as a possible new business By the end of the book you will easily be able to extend all the concepts to other projects Style and approach This book uses a step by step approach that will help you finish with a level editor tool a custom configuration for the asset import pipeline and a build pipeline totally adjusted to the video game 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 <u>Virtual Reality Projects</u> Jonathan Linowes, 2015-09-01 Explore the world of Virtual Reality by building immersive and fun VR projects using Unity 3D About This Book Learn the basic principles of virtual reality applications and get to know how they differ from games and desktop apps Build various types of VR experiences including diorama first person characters riding

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In some sort of consumed by monitors and the ceaseless chatter of quick conversation, the melodic beauty and emotional symphony produced by the prepared term usually fade in to the back ground, eclipsed by the persistent noise and disruptions that permeate our lives. However, situated within the pages of **Unity 4 X Cookbook Queiroz Chico** a stunning fictional treasure brimming with raw thoughts, lies an immersive symphony waiting to be embraced. Constructed by an outstanding musician of language, this captivating masterpiece conducts viewers on an emotional trip, skillfully unraveling the hidden songs and profound influence resonating within each cautiously constructed phrase. Within the depths of this moving review, we shall examine the book is key harmonies, analyze its enthralling publishing style, and submit ourselves to the profound resonance that echoes in the depths of readers souls.

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