

Unity in Action: Multiplatform game development in C# with Unity 5

Joseph Hocking



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Unity In Action Multiplatform Game Development In C With Unity 5

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Unity In Action Multiplatform Game Development In C With Unity 5:

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 5 Chris Dickinson, Greg Lukosek, John P. Doran, 2017-07-14 Explore every nook and cranny of Unity 5 to turn your imaginations into reality About This Book Demystify the C programming language in Unity 5 x Unleash the power of Unity to create a wide variety of projects in numerous genres and formats Master the art of optimization for Unity 5 x applications with tips and techniques that will further enhance your

game Who This Book Is For Beginner level Unity developers who do not have much programming experience What You Will Learn Master the art of applying C in Unity Get to know about techniques to turn your game idea into working project Use loops and collections efficiently in Unity to reduce the amount of code Create and code a good looking functional UI system for your game Find out how to create exciting and interactive games using GUIs Work with different animation assets and components to enhance your game further Personalize your game by learning how to use Unity's advanced animation system Create visualize and edit animated creatures to add to your already amazing game Familiarize yourself with the tools and practices of game development Discover how to create the Game Manager class to generate game levels and develop UI for the game Use the Unity Profiler to find bottlenecks anywhere in your application and discover how to resolve them Implement best practices for C scripting to avoid common mistakes In Detail Unity is a cross platform game engine that is used to develop 2D and 3D video games Unity 5 is the latest version and adds a real time global illumination to the games and its powerful new features help to improve a game's efficiency If you love games and want to learn how to make them but have no idea where to begin then this course is built just for you This learning path is divided into three modules which will take you in this incredible journey of creating games The course begins with getting you started with programming behaviors in C so that you can create 2D games in Unity You will begin by installing Unity and learning about its features You will learn how to perform object oriented programming and discover how to manage the game play loop generate game levels and develop a simple UI for the game By the time this module comes to a close you will have mastered the art of applying C in Unity It is now time we put into use what we learned in the previous module into reality as we move onto the second module Here we will be building 7-8 action packed games of different difficulty levels Each project will focus on key Unity features as well as game strategy development This module will mark your transformation from an application developer to a full fledged Unity game developer Who wouldn't love a game that is fully perfect functional and without any glitches The third module deals with just that by teaching how to enhance your game by learning game optimization skills Here you'll gain an understanding of possible solutions to any problem 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 With this massive wealth of knowledge at the end of this learning path you will be able to leverage an array of game development techniques to create your own basic games while resolving any issues that you encounter Style and approach This learning path should be treated as the complete package necessary for building games It is a step by step guide to develop a game from scratch by applying the fundamentals of C and Unity scripting with a reference guide in the end to solve all your gaming problems

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 **Augmented Reality** Dieter Schmalstieg,Tobias Hollerer,2016-06-01 Today s Comprehensive and Authoritative Guide to Augmented Reality By overlaying computer generated information on the real world augmented reality AR amplifies human perception and cognition in remarkable ways Working in this fast growing field requires knowledge of multiple disciplines including computer vision computer graphics and human computer interaction Augmented Reality Principles and Practice integrates all this knowledge into a single source reference presenting today s most significant work with scrupulous accuracy Pioneering researchers Dieter Schmalstieg and Tobias H llerer carefully balance principles and practice illuminating AR from technical methodological and user perspectives Coverage includes Displays head mounted handheld projective auditory and haptic Tracking sensing including physical principles sensor fusion and real time computer vision Calibration registration ensuring repeatable accurate coherent behavior Seamless blending of real and virtual objects Visualization to enhance intuitive understanding Interaction from situated browsing to full 3D interaction Modeling new geometric content Authoring AR presentations and databases Architecting AR systems with real time multimedia and distributed elements This guide is indispensable for anyone interested in AR including developers engineers students instructors researchers and serious hobbyists **Oculus Rift in**

Action Alex Benton, Karen Bryla, Brad Davis, 2015-08-12 Summary Oculus Rift in Action introduces the powerful Oculus Rift headset and teaches you how to integrate its many features into 3D games and other virtual reality experiences You'll start by understanding the capabilities of the Rift hardware Then you'll follow interesting and instantly relevant examples that walk you through programming real applications using the Oculus SDK Examples are provided for both using the Oculus C API directly and for using Unity a popular development and 3D graphics engine with the Oculus Unity integration package Purchase of the print book includes a free eBook in PDF Kindle and ePub formats from Manning Publications About the Book Virtual reality has long been the domain of researchers and developers with access to specialized hardware and proprietary tools With the appearance of the Oculus Rift VR headset the game has changed Using standard programming tools and the intuitive Oculus SDKs you can deliver powerful immersive games simulations and other virtual experiences that finally nail the feeling of being in the middle of the action Oculus Rift in Action teaches you how to create 3D games and other virtual reality experiences for the Oculus Rift You'll explore the Rift hardware through examples of real applications using the Oculus SDK and both the Oculus C API and the Unity 3D graphics engine Along the way you'll get practical guidance on how to use the Rift's sensors to produce fluid VR experiences Experience with C/C++ or another OO language is assumed What's Inside Creating immersive VR Integrating the Rift with the Unity 3D SDK Implementing the mathematics of 3D Avoiding motion sickness triggers About the Authors Brad Davis is an active VR developer who maintains a great set of example Rift applications on Github Karen Bryla is a freelance developer and writer Alex Benton is a lecturer in 3D graphics at the University of Cambridge and a software engineer at Google Table of Contents PART 1 GETTING STARTED Meet the Oculus Rift PART 2 USING THE OCULUS C API Creating your first Rift interactions Pulling data out of the Rift working with the head tracker Sending output to the Rift working with the display Putting it all together integrating head tracking and 3D rendering Performance and quality PART 3 USING UNITY Unity creating applications that run on the Rift Unity tailoring your application for the Rift PART 4 THE VR USER EXPERIENCE UI design for VR Reducing motion sickness and discomfort PART 5 ADVANCED RIFT INTEGRATIONS Using the Rift with Java and Python Case study a VR shader editor Augmenting virtual reality

Natural and Artificial Computation for Biomedicine and Neuroscience José Manuel Ferrández Vicente, José Ramón Álvarez-Sánchez, Félix de la Paz López, Javier Toledo Moreo, Hojjat Adeli, 2017-06-10 The two volumes LNCS 10337 and 10338 constitute the proceedings of the International Work Conference on the Interplay Between Natural and Artificial Computation IWINAC 2017 held in Corunna Spain in June 2017 The total of 102 full papers was carefully reviewed and selected from 194 submissions during two rounds of reviewing and improvement The papers are organized in two volumes one on natural and artificial computation for biomedicine and neuroscience addressing topics such as theoretical neural computation models natural computing in bioinformatics physiological computing in affective smart environments emotions as well as signal processing and machine learning applied to biomedical and neuroscience

applications The second volume deals with biomedical applications based on natural and artificial computing and addresses topics such as biomedical applications mobile brain computer interaction human robot interaction deep learning machine learning applied to big data analysis computational intelligence in data coding and transmission and applications 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 x About This Book Unleash the power of C coding in Unity and the state of the art Unity rendering engine Through this unique project based approach you will create 7 8 action packed games from scratch This assortment of games will take you on a fun filled journey of becoming a full fledged Unity game developer Who This Book Is For This book is best suited for C developers who have some basic knowledge of the Unity Game development platform If you are looking to create exciting and interactive games with Unity and get a practical understanding of how to leverage key Unity features and then optimize the Unity rendering engine then this book is your one stop solution What You Will Learn Find out how to create exciting and interactive games using GUIs Prepare animations to be imported and exported Personalize your animation game with Unity s advanced animation system Work with different animation assets and components Customize the game by modifying the player properties and creating exterior environments Create visualize and edit animated creatures Familiarize yourself with best practices for Unity 5 x animation using iTween Design character actions and expressions Customize your game and prepare it for play In Detail This book will help you to create exciting and interactive games from scratch with the Unity game development platform We will build 7 8 action packed games of different difficulty levels and we ll show you how to leverage the intuitive workflow tools and state of the art Unity rendering engine to build and deploy mobile desktop as well as console games Through this book you ll develop a complete skillset with the Unity toolset Using the powerful C language we ll create game specific characters and game environments Each project will focus on key Unity features as well as game strategy development This book is the ideal guide to help your transition from an application developer to a full fledged Unity game developer Style and approach A step by step approach to develop a strong Unity skillset by creating a few action packed games from scratch *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 Features Learn C programming basics terminology and coding best practices Become confident with Unity fundamentals and features in line with Unity 2021 Apply your C knowledge in practice and build a working first person shooter game prototype in Unity Book 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 learn Follow simple steps and examples to create and implement C scripts in Unity Develop a 3D mindset to build games that come to life Create 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 extensions Become familiar with stacks queues exceptions error handling and other core C concepts Learn how to handle text XML and JSON data to save and load your game data Explore the basics of AI for games and implement them to control enemy behavior Who 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

Invisible Digital Aylish Wood, 2024-01-11 *Invisible Digital* helps us makes sense of something we cannot see by presenting an innovative approach to digital images and digital culture At its heart is a novel method for exploring software used in the creation of moving images as markers of converging cultural organizational and technological influences The three main case studies of *Invisible Digital* are the animated feature *Moana* 2016 and the computer games *No Man s Sky* 2016 and *Everything* 2017 All three were created using procedural techniques simulation software for *Moana* and procedural content generation for *No Man s Sky* and *Everything* Production culture disclosures associated with procedural techniques often emphasize the influences of automated systems and their algorithms making them ideal for a study that interrogates digital processes The approach of *Invisible Digital* is informed by relational theories and the concept of entanglement based on materialist perspectives combined with insights from work that more explicitly interrogates algorithms and algorithmic culture Aylish Wood employs the notion of assemblages to introduce the concept of material cultural narratives Using this conceptual framework she draws out material cultural narratives for each case study to demonstrate what they reveal about software and digital culture These analyses of software provide a widely applicable method through which moving image studies can contribute more fully to the wider and growing debates about algorithmic culture

Learning C# by Developing Games with Unity 5. X Second Edition Greg Lukosek, 2016 Develop your first interactive 2D platformer game by learning the fundamentals of C About This Book Get to grips with the fundamentals of scripting in C with Unity Create an awesome 2D

platformer game from scratch using the principles of object oriented programming and coding in C This is a step by step guide to learn the fundamentals of C scripting to develop GameObjects and master the basics of the new UI system in UnityWho This Book Is ForThe book is targeted at beginner level Unity developers with no programming experience If you are a Unity developer and you wish to learn how to write C scripts and code by creating games then this book is for you What You Will Learn Understand the fundamentals of variables methods and code syntax in C Get to know about techniques to turn your game idea into working project Use loops and collections efficiently in Unity to reduce the amount of code Develop a game using the object oriented programming principles Generate infinite levels for your game Create and code a good looking functional UI system for your game Publish and share your game with usersIn DetailUnity is a cross platform game engine that is used to develop 2D and 3D video games Unity 5 is the latest version released in March 2015 and adds a real time global illumination to the games and its powerful new features help to improve a game s efficiency This book will get you started with programming behaviors in C so you can create 2D games in Unity You will begin by installing Unity and learning about its features followed by creating a C script We will then deal with topics such as unity scripting for you to understand how codes work so you can create and use C variables and methods Moving forward you will find out how to create store and retrieve data from collection of objects You will also develop an understanding of loops and their use and you ll perform object oriented programming This will help you to turn your idea into a ready to code project and set up a Unity project for production Finally you will discover how to create the GameManager class to manage the game play loop generate game levels and develop a simple UI for the game By the end of this book you will have mastered the art of applying C in Unity Style and approachThis is a step by step guide to developing a game from scratch by applying the fundamentals of C and Unity scripting

Getting Started with Unity 5. X 2D Game Development Francesco Sapio,2017-02-10 Build a tower defense game and earn delectable C treats by baking cupcakes and fighting fearsome sweet toothed pandasAbout 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 levelWho This Book Is ForIf 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 lifeIn DetailWant 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.

Unity 5.x By Example Alan Thorn, 2016-03-23. An example based practical guide to get you up and running with Unity 5.x. About This Book: The most updated resource on Unity 5.x with comprehensive discussion on all the new features of Unity 5.x. Understand the core concepts surrounding Unity 5 game development with this power packed hands on guide. Brush up your existing game development skills and create games that have a brilliant gameplay using the excellent examples from this book. Who This Book Is For: The ideal target audience for this book would be game developers. They need not have previous experience with Unity since this book will cover all the basics about game development with unity. This would also be a very good resource for Unity developers who want to brush up their basic Unity skills and also get up and running with creating interesting games with Unity 5.x. What You Will Learn: Understand core Unity concepts such as game objects, components, and scenes. Learn level design techniques for building immersive and interesting worlds. Learn to make functional games with C# scripting. Use the toolset creatively to build games of different themes and styles. Learn to handle player controls and input functionality. Dive into the process of working with terrains and world creation tools. Import custom content into Unity from third party tools such as Maya and Blender. Get to grips with making both 2D and 3D games. In Detail: Unity is an exciting and popular engine in the game industry. Throughout this book, you'll learn how to use Unity by making four fun game projects: from shooters and platformers to exploration and adventure games. Unity 5 By Example is an easy to follow guide for quickly learning how to use Unity in practical context, step by step, by making real world game projects. Even if you have no previous

experience of Unity this book will help you understand the toolset in depth You ll learn how to create a time critical collection game a twin stick space shooter a platformer and an action fest game with intelligent enemies In clear and accessible prose this book will present you with step by step tutorials for making four interesting games in Unity 5 and explain all the fundamental concepts along the way Starting from the ground up and moving toward an intermediate level this book will help you establish a strong foundation in making games with Unity 5 Style and approach This book would be a very unique resource for any game developer who wants to get up and running with Unity The unique example based approach will take you through the most basic games towards the more complex ones and will gradually build your skill level **Mastering**

Android Game Development with Unity Siddharth Shekar,Wajahat Karim,2017-05-25 Create enthralling 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 gameplays 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 **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

Learning C# by Developing Games with Unity 5.x Greg Lukosek,2016-03-31 Develop your first interactive 2D platformer game by learning the fundamentals of C About This Book Get to grips with the fundamentals of scripting in C with Unity Create an awesome 2D platformer game from scratch using the principles of object oriented programming and coding in C This is a step by step guide to learn the fundamentals of C scripting to develop GameObjects and master the basics of the new UI system in Unity Who This Book Is For The book is targeted at beginner level Unity developers with no programming experience If you are a Unity developer and you wish to learn how to write C scripts and code by creating games then this book is for you What You Will Learn Understand the fundamentals of variables methods and code syntax in C Get to know about techniques to turn your game idea into working project Use loops and collections efficiently in Unity to reduce the amount of code Develop a game using the object oriented programming principles Generate infinite levels for your game Create and code a good looking functional UI system for your game Publish and share your game with users In Detail Unity is a cross platform game engine that is used to develop 2D and 3D video games Unity 5 is the latest version released in March 2015 and adds a real time global illumination to the games and its powerful new features help to improve a game s efficiency This book will get you started with programming behaviors in C so you can create 2D games in Unity You will begin by installing Unity and learning about its features followed by creating a C script We will then deal with topics such as unity scripting for you to understand how codes work so you can create and use C variables and methods Moving forward you will find out how to create store and retrieve data from collection of objects You will also develop an understanding of loops and their use and you ll perform object oriented programming This will help you to turn your idea into a ready to code project and set up a Unity project for production Finally you will discover how to create the GameManager class to manage the game play loop generate game levels and develop a simple UI for the game By the end of this book you will have mastered the art of applying C in Unity Style and approach This is a step by step guide to developing a game from scratch by applying the fundamentals of C and Unity scripting **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 5 from Zero to Proficiency (Intermediate) PATRICK. FELICIA,2016-04-21 Why this book can help you

to get started with Game Development Creating your own game can be very intimidating at the start and quite often regardless of your experience with games it is sometimes difficult to find the time and motivation to get over the first barriers and to get started Often these barriers seem higher than they actually are Maybe you are a teacher trying to introduce games in your classroom or a parent trying to help your child with coding but with no previous coding or game development experience maybe you are a hobbyist who would love to create interactive environments based on your favorite games maybe you are a student getting started with game development but you just don t know where to start or what resources to use or maybe you have tried online video tutorials but found them disjointed You may be wondering How can I start to create my games if I have no experience of coding or this game engine is so complex that I just don t know where to get started This is quite common and you can easily overcome these issues with a step by step approach that gets you to progressively develop and use your skills This is the approach that I have used successfully over the past years to take students from no knowledge of coding or game development to good levels of proficiency in Unity and coding Of course it takes some time and dedication however by following the techniques and suggestions described in this book I can promise you that you will progress regardless of your background and become more comfortable with Unity and coding Content and structure of this book In

this book the third book in the series you will become comfortable with programming in C by creating a simple survival game in Unity The book includes A list of the learning objectives at the start of each chapter Step by step activities Opportunities to engage in deeper learning and problem solving skills through challenges at the end of each chapter Quizzes to test your knowledge Code solutions in C for each chapter Cheat sheets i e shortcuts best practice etc that you can download The content of each chapter is as follows Chapter 1 provides an introduction to C and explains key programming concepts such as variables variable types polymorphism constructors or methods as well as best practices for C programming within Unity Chapter 2 helps you to code your first script in C It explains common coding mistakes and errors in Unity and how to avoid them easily Chapter 3 gets you to use C to instantiate use and control Rigidbody objects from your script as well as explosions Chapter 4 explains how to create a simple weapon management system You will create weapons e g a gun and a grenade launcher manage the collection of ammunition and also implement a user interface to keep track of ammunition Chapter 5 explains how to use Mecanim and NavMesh navigation to control an animated NPC that detects follows or shoot at the player Chapter 6 makes it possible to combine the skills that you have acquired in the previous chapters to create a fully functional level You will also learn how to generate a maze or game level dynamically from your code Chapter 7 provides answers to Frequently Asked Questions FAQs related to FSM NavMesh Rigidbody components or Artificial Intelligence It also provides links to additional exclusive video tutorials that can help you with some of your questions Chapter 8 summarizes the topics covered in the book and provides you with more information on the next steps

Game Programming with Unity and C# Casey Hardman,2020-06-13 Designed for beginners with no knowledge or experience in game development or programming this book teaches the essentials of the Unity game engine the C programming language and the art of object oriented programming New concepts are not only explained but thoroughly demonstrated Starting with an introduction to Unity you ll learn about scenes GameObjects prefabs components and how to use the various windows to interact with the engine You ll then dive into the fundamentals of programming by reviewing syntax rules formatting methods variables objects and types classes and inheritance all while getting your hands dirty writing and testing code yourself Later the book explains how to expose script data in the Inspector and the basics of Unity s serialization system This carefully crafted work guides you through the planning and development of bare bones simple game projects designed to exercise programming concepts while keeping less relevant interruptions out of the way allowing you to focus on the implementation of game mechanics first and foremost Through these example projects the book teaches input handling rigidbodies colliders cameras prefab instantiation scene loading user interface design and coding and more By the end you ll have built a solid foundation in programming that will pave your way forward in understanding core C syntax and fundamentals of object oriented programming not just what to type but why it s typed and what it s really doing Game Programming with Unity and C will send you on your way to becoming comfortable with the Unity game engine and its documentation and how to

independently seek further information on yet untouched concepts and challenges

What You ll Learn Understand the fundamentals of object oriented computer programming including topics specifically relevant for games Leverage beginner to intermediate level skills of the C programming language and its syntax Review all major component types of the Unity game engine colliders and rigidbodies lights cameras scripts etc Use essential knowledge of the Unity game engine and its features to balance gameplay mechanics for making interesting experiences

Who This Book Is For Beginners who have no prior experience in programming or game development who would like to learn with a solid foundation that prepares them to further develop their skills

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 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

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