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Unity Animation Essentials

Bring your characters to life with the latest features of Unity
and Mecanim

Alan Thorn

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PUBLISHING

Unity Animation Essentials

Alan Thorn



Unity Animation Essentials:

Unity Animation Essentials Alan Thorn, 2015-06-24 Unity is a feature rich fully integrated development engine that provides out of the box functionality for the creation of interactive 3D content. It is an exciting engine that has a rich and sophisticated animation system called Mecanim. Unity Animation Essentials offers a comprehensive introduction to powerful animation tools and principles in Unity which can be used to make great games. This book starts by exploring core animation concepts and then dives deeper to demonstrate their practical application in real time games. This book shares extensive and useful insights to create animations using a professional grade workflow and to create responses and interactive scenes. Each chapter focuses on a specific range of topics from timing and events to character animation and particle systems. By the end of the book you should be able to fully utilize the powers of Mecanim and Unity.

Unity Animation Essentials Alan Thorn, 2015-06-24 This book is targeted at hobbyists, students and game development professionals familiar with the Unity basics looking to extend their skills and knowledge in the field of real time game animation. You will need to be familiar with level design and basic scripting in C and have a good knowledge of game development.

[Unity Character Animation with Mecanim](#) Jamie Dean, 2015-09-29 A detailed guide to the complex new animation tools in Unity packed with clear instructions and illustrated with original content in the context of a next generation zombie apocalypse adventure game. About This Book Create and export models and animation sequences to Unity from 3ds max and Maya. Prepare character models and animation for games using Mecanim's rigging tools. Retarget, adjust and mix and match motion capture and other animation data. Write and edit scripts compatible with Mecanim Animation Controllers. Who This Book Is For If you are a Unity developer looking to get to grips with the character animation specific tools, a 3D software user who is new to Unity or a beginner game developer who is interested in character animation and interaction, this book is ideal for you. Some experience with either the Unity interface or basic 3D coordinates is recommended but not required. What You Will Learn Learn how to prepare a rigged character model to receive animation within Unity. Acquire efficient techniques to refine and optimize motion capture data. Retarget animation sequences between different character rigs. Discover how to rig a humanoid character and export for use in Unity. Script character interaction for a First Person character model. Create dynamic animation sequences from scratch using keyframe techniques in a variety of 3D software packages. Learn Project Management in Unity. Understand how to set up a complex facial rig for speech. Set up Animation Controllers with masked states and blend trees to create seamless and additive animation transitions. Construct a ragdoll game object and instantiate it in a game. Devise Mecanim animation integration for the player and AI driven animation for enemy characters. In Detail Game animation for independent developers has taken a giant leap forward with Unity 5's Mecanim toolset which streamlines the import/export, retargeting and many other aspects of the character animation workflow. Unity Character Animation with Mecanim is a great primer for getting to know the nuts and bolts of Mecanim and other character animation

related tools in Unity 5 It offers you step by step instructions for preparing and exporting rigged models and animation sequences from commonly used 3D packages such as Maya 3ds Max and Blender This book explores the new set of animation tools introduced with Mecanim in Unity 5 Approaching its subject matter through a typical genre a zombie action game character animation techniques are explored using real examples of player input and interaction enemy behavior and other aspects of game dynamics As the book progresses the reader will understand how these elements fit together in a small game development workflow We will begin with a demonstration of the process of getting a rigged character into Unity 5 and setting it up to use provided animation sequences We will also consider a few industry standard 3D packages and how these can be used to rig a humanoid character for use in Unity 5 We will demonstrate the retargeting capabilities of Mecanim s Humanoid Animation type by adjusting motion sequences to fit disparate character types in our game After this we will look at Ragdoll physics and the implementation of this commonly used technique in a Mecanim workflow The book culminates with a thorough dissection of the enemy character AI script incorporating the Mecanim elements detailed in the previous chapters Unity Character Animation with Mecanim will provide you with a detailed exploration of the interaction between game development and character animation and will broaden your understanding of the rich animation toolset within Unity 5 Style and approach A comprehensive guide featuring step by step practical tutorials using sample assets showing you how to build fully controllable characters and non player characters enemies

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Biomedical and health informatics Multimedia e Health data exchange services Signal Data processing and computing for health systems

Mastering Unity 2017 Game Development with C# Alan Thorn, 2017-10-30 Master realistic animations and graphics particle systems game AI and physics sprites and VR development with Unity 2017 About This Book Create professional grade games with realistic animation and graphics particle systems and game physics with Unity 2017 Unleash the power of C scripting to create intelligent game AI and professional grade game workflows Create immersive VR games using the latest Unity 2017 VR SDK Who This Book Is For If you are a Unity developer who now wants to develop and deploy interesting games by leveraging the new features of Unity 2017 then this is the book for you Basic knowledge of C programming is assumed What You Will Learn Explore hands on tasks and real world scenarios to make a Unity horror adventure game Create enemy characters that act intelligently and make reasoned decisions Use data files to save and restore game data in a way that is platform agnostic Get started with VR development Use navigation meshes occlusion culling and Profiler tools Work confidently with GameObjects rotations and transformations Understand specific gameplay features such as AI enemies inventory systems and level design In Detail Do you want to make the leap from being an everyday Unity developer to being a pro game developer Then look no further This book is your one stop solution to creating mesmerizing games with lifelike features and amazing gameplay This book focuses in some detail on a practical project with Unity building a first person game with many features You ll delve into the architecture of a Unity game creating expansive worlds interesting render effects and other features to make your games special You will create individual game components use efficient animation techniques and implement collision and physics effectively Specifically we ll explore optimal techniques for importing game assets such as meshes and textures tips and tricks for effective level design how to animate and script NPCs how to configure and deploy to mobile devices how to prepare for VR development how to work with version control and more By the end of this book you ll have developed sufficient competency in Unity development to produce fun games with confidence Style and approach This book takes an easy to follow step by step tutorial approach You will create an advanced level Unity game with an emphasis on leveraging advanced Unity 2017 features while developing the game in its entirety

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

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