

Creating Games With Unity And Maya How To Develop Fun And Marketable 3d Games Author Adam Watkins Aug 2011

Learn Unity game development & C# scripting. Build games with Unity and use Unity 2018 & C# to build 2D games. About This Video This course has been specifically designed for people with a basic understanding and some prior knowledge of coding and the relevant terminology. Some programming experience is preferable as this course focuses solely on Google's real-time database, Firebase. In Detail Want to learn how to build games by building small, simple and fun games? Then this is the perfect course for you. After finishing this course, you will have built fully functional games with Unity and C#. Learn the basic concepts, tools, and functions that you will need to build fully functional games with C# and the Unity game engine. Build a strong foundation in Unity Game Development with this course. Get Started with Unity's 2D Components Create your portfolio of game projects Learning the fundamentals of Unity 2D & 3D game development puts a powerful and very useful tool at your fingertips. Unity is free, easy to learn, has excellent documentation, and is the game engine used for building games. Jobs in Unity game development are plentiful and being able to learn C# scripting along with Unity game development will give you a strong background from which to build awesome games more easily. Content and Overview - Starting with

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the installation of Unity and Visual Studio, this course will take you through the process of learning game development with Unity by building 5 awesome 2D & 3D game projects. You will build your first 2D game in 1 hour. For the beginner programmers, there's a separate section about C# scripting, which will teach the fundamentals of C# scripting for game development in Unity. With these basics mastered, the course will take you through building different example games with Unity to learn more about the process of creating mobile android games with Unity. Students completing the course will have the knowledge to create fully-functional games with Unity and C# and will be able to use their C# skills to build any other useful program they want. Creating Games with Unity and Maya 2nd edition provides you with an end-to-end solution for Unity game development with Maya. This book takes you step-by-step through the process of developing an entire game from scratch--including coding, art, production and deployment. This accessible guide provides a -non-programmer- entry point to the world of game creation. Aspiring developers with little or no coding experience will learn character development in Maya, scripts, GUI interface, and first-and-their person interactions. Also included is access to a powerful website, www.creating3dgames.com with completed tutorial files and all source code from the book.

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

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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,

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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. Get to grips with coding in C# and build simple 3D games with Unity from the ground up with this updated fifth edition of the bestselling guide Key Features Understand C# programming basics, terminology, and coding best practices Put your knowledge of C# concepts into practice by building a fun and playable game Come away with a clear direction for taking your C# programming and Unity game development skills to the next level Book Description Over the years, 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 that can be applied in a wide array of application areas. This book presents a clear path for learning C# programming from the ground up without complex jargon or unclear programming logic, all while building a simple game with Unity. This fifth edition has been updated to introduce modern C# features with the latest version of the Unity game engine, and a new

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chapter has been added on intermediate collection types. Starting with the basics of software programming and the C# language, you'll learn the core concepts of programming in C#, including variables, classes, and object-oriented programming. Once you've got to grips with C# programming, you'll enter the world of Unity game development and discover how you can create C# scripts for simple game mechanics. Throughout the book, you'll gain hands-on experience with programming best practices to help you take your Unity and C# skills to the next level. By the end of this book, you'll be able to leverage the C# language to build your own real-world Unity game development projects. What you will learn

- Discover easy-to-follow steps and examples for learning C# programming fundamentals
- Get to grips with creating and implementing scripts in Unity
- Create basic game mechanics such as player controllers and shooting projectiles using C#
- Understand the concepts of interfaces and abstract classes
- Leverage the power of the latest C# features to solve complex programming problems
- Become familiar with stacks, queues, exceptions, error handling, and other core C# concepts
- Explore the basics of artificial intelligence (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 C# programming in a fun and engaging manner, this book is for you. Prior experience in programming or Unity is not required.

This book uses the learning-by-example approach. It takes simple examples from games to introduce all the

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main concepts of programming in an easy-to-digest and immediately recognizable way. This book is for the total beginner to any type of programming, focusing on the writing of C# code and scripts only. There are many parts that make up the Unity game engine. It is assumed that the reader already knows their way around Unity's user interface. The code editor used in this book is the MonoDevelop editor supplied by Unity.

In the past, not being able to program meant not being able to make video games. Now if you can draw a flow-chart you can use powerful State Machine technology to create your dream game! No-Code Video Game Development using Unity and Playmaker will teach you how to substitute flow-charts for code. As a complete course, it uses a project-based approach. The FPS project comes with over a hundred dollars worth of free #gamedev DLC: Unity Packages, Playmaker Templates, Character Models, Animations, Materials, and more! You'll also learn game design documentation and theory, Mecanim, Particle Systems, and UI. By the time you're done you'll have gained the skills needed to create your own dream game, all without writing any code!

Unity for Absolute Beginners walks you through the fundamentals of creating a small third-person shooter game with Unity. Using the free version of Unity to begin your game development career, you'll learn how to import, evaluate and manage your game resources to create awesome third-person shooters. This book assumes that you have little or no experience with game development, scripting, or 3D assets, and that you're eager to start creating games as quickly as possible,

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while learning Unity in a fun and interactive environment. With Unity for Absolute Beginners you'll become familiar with the Unity editor, key concepts and functionality. You'll learn how to import, evaluate and manage resources. You'll explore C# scripting in Unity, and learn how to use the Unity API. Using the provided art assets, you will learn the fundamentals of good game design and iterative refinement as you take your game from a simple prototype to a quirky, but challenging variation of the ever-popular first-person shooter. As can be expected, there will be plenty of destruction, special effects and mayhem along the way. Unity for Absolute Beginners assumes that you have little or no experience with game development, scripting, or 3D assets, but are eager to get up-to-speed as quickly as possible while learning Unity in a fun and interactive environment.

Unity brings you ever closer to the "author once, deploy anywhere" dream. With its multiplatform capabilities, you can target desktop, web, mobile devices, and consoles using a single development engine. Little wonder that Unity has quickly become the #1 game engine out there. Mastering Unity is absolutely essential in an increasingly competitive games market where agility is expected, yet until now practical tutorials were nearly impossible to find. Creating Games with Unity and Maya gives you with an end-to-end solution for Unity game development with Maya. Written by a twelve-year veteran of the 3D animation and games industry and professor of 3D animation, this book takes you step-by-step through the process of developing an entire game from scratch-including coding, art, production, and deployment. This

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accessible guide provides a "non-programmer" entry point to the world of game creation. Aspiring developers with little or no coding experience will learn character development in Maya, scripts, GUI interface, and first- and third-person interactions.

Learning C# by Developing Games with Unity 3DPackt Publishing

Master game design and digital art principles simultaneously with this all-in-one guide to creating games in the cutting-edge game engine Unity.

Reworked for C# and Unity 2018 & 2019, and bursting with images and tutorials, Penny de Byl's Holistic Game Development with Unity will help the reader gain the multidisciplinary skills needed to succeed in the independent game industry. Holistic Game Development with Unity includes new coverage on Augmented Reality, Networking, and Virtual Reality such as the Oculus Rift.

Supplementary material, including instructional videos, discussion forums and art assets are provided in the companion website located at www.holistic3d.com. Learn to combine the beauty of art and the functionality of programming in de Byl's third edition for Unity game development. Key features: Art and programming in Unity, the only one-stop shop for individual developers and small teams looking to tackle both tasks. Proven step-by-step tutorials show you how to design and structure an entire game in Unity with art assets. Revised to

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cover the Unity game engine versions 2018 and 2019. New coverage of Nav Meshes, Augmented Reality, Mobile Builds and Mecanim. An introduction to essential two- and three-dimensional mathematical and physics concepts. A portfolio of royalty free reusable game mechanics. Revamped and expanded accompanying website, www.holistic3d.com, features project source code, instructional videos, art assets, author blog, and discussion forums. Additional challenge questions and lesson plans are available online for an enhanced learning experience.

Learn to create, publish and monetize your mobile games with the latest Unity 2017 tool-set easily for Android and iOS About This Book One-stop solution to becoming proficient in mobile game development using Unity 2017 Port your Unity games to popular platforms such as iOS and Android Unleash the power of C# scripting to create realistic gameplay and animations in Unity 2017. Who This Book Is For If you are a game developer and want to build mobile games for iOS and Android, then this is the book for you. Previous knowledge of C# and Unity is helpful, but not required. What You Will Learn Use Unity to build an endless runner game Set up and deploy a project to a mobile device Create interesting gameplay elements using inputs from your mobile device Monetize your game projects with Unity ads and in-app purchases Design UI

elements that can be used well in Landscape and Portrait mode at different resolutions, supporting phones, tablets, and PCs. How to submit your game to the iOS and Android app stores In Detail Unity has established itself as an overpowering force for developing mobile games. If you love mobile games and want to learn how to make them but have no idea where to begin, then this book is just what you need. This book takes a clear, step-by-step approach to building an endless runner game using Unity with plenty of examples on how to create a game that is uniquely your own. Starting from scratch, you will build, set up, and deploy a simple game to a mobile device. You will learn to add touch gestures and design UI elements that can be used in both landscape and portrait mode at different resolutions. You will explore the best ways to monetize your game projects using Unity Ads and in-app purchases before you share your game information on social networks. Next, using Unity's analytics tools you will be able to make your game better by gaining insights into how players like and use your game. Finally, you'll learn how to publish your game on the iOS and Android App Stores for the world to see and play along. Style and approach This book takes a clear, step-by-step approach for Unity game developers to explore everything needed to develop mobile games with Unity.

Annotation 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. Taking a practical approach, this book will introduce you to the concepts of developing 3D games, before getting to grips with development in Unity itself prototyping a simple scenario, and then creating a larger game. From creating 3D worlds to scripting and creating game mechanics you will learn everything you'll need to get started with game development. This book is designed to cover a set of easy-to-follow examples, which culminate in the production of a First Person 3D game, complete with an interactive island environment. All of the concepts taught in this book are applicable to other types of game, however, by introducing common concepts of game and 3D production, you'll explore Unity to make a character interact with the game world, and build puzzles for the player to solve, in order to complete the game. At the end of the book, you will have a fully working 3D game and all the skills required to extend the game further, giving your end-user, the player, the best experience possible. Soon you will be creating your own 3D games with ease!

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.

Learn Unity game development & C# scripting. Build games with Unity and use Unity 2018 & C# to build 2D games About This Video This course has been specifically designed for people with a basic understanding and some prior knowledge of coding and the relevant terminology. Some programming experience is preferable as this course focuses solely on Google's real-time database, Firebase. In Detail Want to learn how to build games by building

small, simple and fun games? Then this is the perfect course for you. After finishing this course, you will have built fully functional games with Unity and C#. Learn the basic concepts, tools, and functions that you will need to build fully functional games with C# and the Unity game engine. Build a strong foundation in Unity Game Development with this course. Get Started with Unity's 2D Components Create your portfolio of game projects Learning the fundamentals of Unity 2D & 3D game development puts a powerful and very useful tool at your fingertips. Unity is free, easy to learn, has excellent documentation, and is the game engine used for building games. Jobs in Unity game development are plentiful and being able to learn C# scripting along with Unity game development will give you a strong background from which to build awesome games more easily. Content and Overview - Starting with the installation of Unity and Visual Studio, this course will take you through the process of learning game development with Unity by building 5 awesome 2D & 3D game projects. You will build your first 2D game in 1 hour. For the beginner programmers, there's a separate section about C# scripting, which will teach the fundamentals of C# scripting for game development in Unity. With these basics mastered, the course will take you through building different example games with Unity to learn more about the process of creating mobile android

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games with Unity. Students completing the course will have the knowledge to create fully-functional games with Unity and C# and will be able to use their C# skills to build any other useful program they want. Downloading the example code for this course: You can download the example code files for this course on GitHub at the following link: <https://github.com/PacktPublishing/Game-Development-with-Unity-and-C-Build-a-Santa-Run-Game> . If you require support please email: customercare@packt.com. 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

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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 DetailThis 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. 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.

Build and customize a wide range of powerful Unity AI systems with over 70 hands-on recipes and techniques About This Book Empower your agent with decision making capabilities using advanced minimaxing and Negamaxing techniques Discover how AI can be applied to a wide range of games to make them more interactive. Instigate vision and hearing abilities in your agent through collider based and graph based systems Who This Book Is For This book is intended for those who already have a basic knowledge of Unity and are eager to get more tools under their belt to solve AI and gameplay-related problems. What You Will Learn Use techniques such as A* and A*mbush to empower your agents with path finding capabilities. Create a representation of the world and make agents

navigate it Construct decision-making systems to make the agents take different actions Make different agents coordinate actions and create the illusion of technical behavior Simulate senses and apply them in an awareness system Design and implement AI in board games such as Tic-Tac-Toe and Checkers Implement efficient prediction mechanism in your agents with algorithms such as N-Gram predictor and naive Bayes classifier Understand and analyze how the influence maps work. In Detail Unity 5 comes fully packaged with a toolbox of powerful features to help game and app developers create and implement powerful game AI. 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. This practical Cookbook covers both essential and niche techniques to help you be able to do that and more. This Cookbook is engineered as your one-stop reference to take your game AI programming to the next level. Get to grips with the essential building blocks of working with an agent, programming movement and navigation in a game environment, and improving your agent's decision making and coordination mechanisms - all through hands-on examples using easily customizable techniques. Discover how to emulate vision and hearing capabilities for your agent, for natural and humanlike AI behaviour, and improve them with the help of

graphs. Empower your AI with decision-making functions through programming simple board games such as Tic-Tac-Toe and Checkers, and orchestrate agent coordination to get your AIs working together as one. Style and approach This recipe-based guide will take you through implementing various AI algorithms. Each topic is explained and placed among other related techniques, sometimes building on the knowledge from previous chapters. There are also references to more technical books and papers, so you can dig deeper if you want to.

This tutorial-based book allows readers to create a first-person game from start to finish using industry-standard (and free to student) tools of Unity, Substance Painter, and Maya. The first half of the book lays out the basics of using Maya and Substance Painter to create game-ready assets. This includes polygonal modeling, UV layout, and custom texture painting. The book then covers rigging and animation solutions to create assets to be placed in the game, including animated first-person assets and motion-captured NPC animations. Finally, readers can put it all together and build interactivity that allows the player to create a finished game using the assets built and animated earlier in the book.

- Written by industry professionals with real-world experience in building assets and games
- Build a complete game from start to finish
- Learn what the pros use: construct all assets using the

tools used at game studios across the world • All software used are free to students • When complete, students will have a playable version of an FPS game

Jingtian Li is a graduate of China's Central Academy of Fine Arts and New York's School of Visual Arts, where he earned an MFA in Computer Art. He currently is an Assistant Professor of 3D Animation & Game Design at the University of the Incarnate Word in San Antonio, Texas. Adam Watkins is a 20-year veteran of 3D education. He holds an MFA in 3D Animation and a BFA in Theatre Arts from Utah State University. He currently is the Coordinator and Professor of the 3D Animation & Game Department at the University of the Incarnate Word in San Antonio, Texas. Cassandra Arevalo is an instructor of 3D Animation & Game Design at the University of the Incarnate Word in San Antonio, Texas. She previously worked as an animator at Immersed Games. Matt Tovar is an industry veteran animator. He has worked at Naughty Dog, Infinity Ward, and Sony Interactive on such games as The Last of Us, Call of Duty: Modern Warfare, and most recently Marvel's Avengers with Crystal Dynamics. He is an Assistant Professor of 3D Animation at the University of the Incarnate Word in San Antonio, Texas.

Unity game programming
Learning C# and coding in Unity for beginners
we'll discuss the major foundations of scripting with C# in Unity and apply

what we've learned into a mini project. To start out, we'll look at the core workflow for creating and executing scripts in the Unity Editor. Then we'll learn about the core fundamentals that are used when scripting in Unity such as creating and manipulating variables, understanding the different types of operators, and how we can create instructions for our game objects using functions. We'll also jump into creating logic with conditional statements, loops, and basic arrays. Finally, we'll take what we've learned and apply it to creating a simple physics based rolling ball game.

Who this book is for? If you don't know anything about programming in general, writing code, writing scripts, or have no idea where to even begin, then this book is perfect for you. If you want to make games and need to learn how to write C# scripts or code, then this book is ideal for you.

Unity is a cross-platform development platform initially created for developing games but is now used for a wide range of things such as: architecture, art, children's apps, information management, education, entertainment, marketing, medical, military, physical installations, simulations, training, and many more. Unity takes a lot of the complexities of developing games and similar interactive experiences and looks after them behind the scenes so people can get on with designing and developing their games. These complexities include graphics rendering, world physics and compiling. More

advanced users can interact and adapt them as needed but for beginners they need not worry about it. Games in Unity are developed in two halves; the first half -within the Unity editor, and the second half -using code, specifically C#. Unity is bundled with MonoDeveloper Visual Studio 2015 Community for writing C#.

This book is an easy-to-follow guide that incrementally develops the game framework and missions, step-by-step, with each chapter. Extensive source code is provided and explained in detail to support and explain each of the concepts in the book. This book is intended for novice game programmers with a little experience in Unity3D, who want to learn how to program eLearning games. Educators and trainers who want to use Unity in an eLearning setting will also benefit from the book. It would be helpful to have a basic understanding of the concepts such as Unity scripting and the Finite State Machine (FSM), but no prior experience in game development is required.

Learn how to build a complete 3D game using the industry-leading Unity game development engine and Blender, the graphics software that gives life to your ideas About This Book Learn the fundamentals of two powerful tools and put the concepts into practice Find out how to design and build all the core elements required for a great game - from characters to environments, to props— Learn how to integrate

Artificial Intelligence (AI) into your game for sophisticated and engaging gameplay Who This Book Is For This book has been created for anyone who wants to learn how to develop their own game using Blender and Unity, both of which are freely available, yet very popular and powerful, tools. Not only will you be able to master the tools, but you will also learn the entire process of creating a game from the ground up. What You Will Learn Design and create a game concept that will determine how your game will look and how it will be played Construct 3D models of your game characters and create animations for them before importing them into the game Build the game environment from scratch by constructing the terrain and props, and eventually put it all together to form a scene Import and integrate game assets created in Blender into Unity—for example, setting up textures, materials, animation states, and prefabs Develop game structures including a game flow, user interface diagram, game logic, and a state machine Make the game characters move around and perform certain actions either through player inputs or fully controlled by artificial intelligence Create particles and visual effects to enhance the overall visual aesthetic Deploy the game for various types of platforms In Detail In the wake of the indie game development scene, game development tools are no longer luxury items costing up to millions of dollars but are now

affordable by smaller teams or even individual developers. Among these cutting-edge applications, Blender and Unity stand out from the crowd as a powerful combination that allows small-to-no budget indie developers or hobbyists alike to develop games that they have always dreamt of creating. Starting from the beginning, this book will cover designing the game concept, constructing the gameplay, creating the characters and environment, implementing game logic and basic artificial intelligence, and finally deploying the game for others to play. By sequentially working through the steps in each chapter, you will quickly master the skills required to develop your dream game from scratch. Style and approach A step-by-step approach with tons of screenshots and sample code for readers to follow and learn from. Each topic is explained sequentially and placed in context so that readers can get a better understanding of every step in the process of creating a fully functional game.

Learn Unity game development & C# scripting. Build games with Unity and use Unity 2018 & C# to build 2D games About This Video This course has been specifically designed for people with a basic understanding and some prior knowledge of coding and the relevant terminology. Some programming experience is preferable as this course focuses solely on Google's real-time database, Firebase. In Detail Want to learn how to build games by building

small, simple and fun games? Then this is the perfect course for you. After finishing this course, you will have built fully functional games with Unity and C#. Learn the basic concepts, tools, and functions that you will need to build fully functional games with C# and the Unity game engine. Build a strong foundation in Unity Game Development with this course. Get Started with Unity's 2D Components Create your portfolio of game projects Learning the fundamentals of Unity 2D & 3D game development puts a powerful and very useful tool at your fingertips. Unity is free, easy to learn, has excellent documentation, and is the game engine used for building games. Jobs in Unity game development are plentiful and being able to learn C# scripting along with Unity game development will give you a strong background from which to build awesome games more easily. Content and Overview - Starting with the installation of Unity and Visual Studio, this course will take you through the process of learning game development with Unity by building 5 awesome 2D & 3D game projects. You will build your first 2D game in 1 hour. For the beginner programmers, there's a separate section about C# scripting, which will teach the fundamentals of C# scripting for game development in Unity. With these basics mastered, the course will take you through building different example games with Unity to learn more about the process of creating mobile android

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games with Unity. Students completing the course will have the knowledge to create fully-functional games with Unity and C# and will be able to use their C# skills to build any other useful program they want. Downloading the example code for this course: You can download the example code files for this course on GitHub at the following link: <https://github.com/PacktPublishing/Game-Development-with-Unity-and-C-Save-the-Bunny-> . If you require support please email: customercare@packt.com.

Create a high-quality first person shooter game using the Unity game engine and the popular UFPS and Probuilder frameworks About This Book Learn how to use Unity in conjunction with UFPS and ProBuilder to create a high-quality game quickly Create both interior and exterior environments A step-by step guide to building a project with clear examples and instructions to create a number of interesting scenarios Who This Book Is For This book is for those who want to create an FPS game in Unity and gain knowledge on how to customize it to be their very own. If you are familiar with the basics of Unity, you will have an easier time, but it should make it possible for someone with no prior experience to learn Unity at an accelerated pace. What You Will Learn Use UFPS to build custom weapons with custom meshes and behaviors Explore level design as you prototype levels, making use of Prototype to build levels out quickly Build

environments that are realistic as possible while keeping peak performance and repetitiveness down Review tips and tricks on how to create environments using both terrain for outdoor areas and a modular workflow for interiors Develop a number of different encounters that your players can fight against, from a simple turret enemy to complex AI characters from Shooter AI Discover how to create unique objects such as exploding barrels and objects you can interact with Create a custom GUI to help your game stand out from the crowd Package your game for release, create an installer, and get your game out into the world In Detail Unity, available in free and pro versions, is one of the most popular third-party game engines available. It is a cross-platform game engine, making it easy to write your game once and then port it to PC, consoles, and even the web, making it a great choice for both indie and AAA developers. Building an FPS Game in Unity takes readers on an exploration of how to use Unity to create a 3D first person shooter (FPS) title, leveraging the powerful UFPS framework by VisionPunk and Prototype/ProBuilder 2.0 by ProCore3D. After some setting up, you will start by learning how to create custom weapons, prototype levels, create exterior and interior environments, and breathe life into our levels. We will then add polish to the levels. Finally, we will create a custom GUI and menus for our title to create a complete package.

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Style and approach An easy-to-follow guide with each project containing step-by-step explanations, diagrams, screenshots, and downloadable material. Concepts in Unity and C# are explained as they are used and for the more inquisitive, there are more details on the concepts used with additional external resources to learn from.

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 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 approach This is a step-by-step guide to developing a game from scratch by applying the fundamentals of C# and Unity scripting.

- Die bekannten Design Patterns der Gang of Four im konkreten Einsatz für die Entwicklung von Games -

Zahlreiche weitere vom Autor entwickelte Patterns - Sequenzierungs-, Verhaltens-, Entkopplungs- und Optimierungsmuster Für viele Spieleprogrammierer stellt die Finalisierung ihres Spiels die größte Herausforderung dar. Viele Projekte verlaufen im Sande, weil Programmierer der Komplexität des eigenen Codes nicht gewachsen sind. Die im Buch beschriebenen Design Patterns nehmen genau dieses Problem in Angriff. Der Autor blickt auf jahrelange Erfahrung in der Entwicklung von weltweit erfolgreichen Games zurück und stellt erprobte Patterns vor, mit deren Hilfe Sie Ihren Code entwirren und optimieren können. Die Patterns sind in Form unabhängiger Fallbeispiele organisiert, so dass Sie sich nur mit den für Sie relevanten zu befassen brauchen und das Buch auch hervorragend zum Nachschlagen verwenden können. Sie erfahren, wie man eine stabile Game Loop schreibt, wie Spielobjekte mithilfe von Komponenten organisiert werden können und wie man den CPU-Cache nutzt, um die Performance zu verbessern. Außerdem werden Sie sich damit beschäftigen, wie Skript-Engines funktionieren, wie Sie Ihren Code mittels Quadrees und anderen räumlichen Aufteilungen optimieren und wie sich die klassischen Design Patterns in Spielen einsetzen lassen.

In introducing new students to video game development, there are two crucial components to consider: design and implementation. Unity 3D and PlayMaker Essentials: Game Development from Concept to Publishing provides theoretical background on topics such as characters, stories, level design, interface design, audio, game mechanics, and tools and skills needed. Each chapter

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focuses on a specific topic, with topics building upon each other so that by the end of the book you will have looked into all the subjects relevant to creating your own game. The book transitions from discussion to demonstrations of how to implement techniques and concepts into practice by using Unity3D and PlayMaker. Download boxes are included throughout the book where you can get the version of the game project under discussion or other content to add to the project, as well as any supplementary video tutorials that have been developed. Addressing both theoretical and practical aspects, Unity 3D and PlayMaker Essentials enables you to understand how to create a game by having you make a game. By gradually completing your own design document through the course of the book, you will become familiar with core design principles while learning the practical skills needed to bring your unique game to life.

Build exciting games with Unity on iOS and publish them on the App Store About This Book Take advantage of Unity 5's new tools to create a fully interactive mobile game Learn how to connect your iTunes developer account and use Unity 5 to communicate with it Use your Macintosh computer to publish your game to the App Store Who This Book Is For This book is for iOS developers who want to learn how to build games with Unity for the iOS platform. Some prior experience in game development would be useful. What You Will Learn Create your own iTunes Connect Developer account and create an app within it Set up iTunes Game Center features in iTunes Connect so you can use them

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within Unity 5 Construct a game using C# that allows users to interactively control the game character Use Unity 5's editor window to create a custom editor tool specific for the game made in the book Store and keep track of data so the player is able to collect in-game pickups that can be used to purchase in-game goods Use all game features so the player is able to fully navigate menus between the front menu and in the game state Make, test, and finally release builds so you can play on your device and then submit the game to Apple for review In Detail Over recent years, the market for mobile game development using Unity has grown multi-fold with an overwhelming 600 million gamers playing games developed using Unity engine. The newly launched Unity 5 offers a wide range of dedicated and powerful tools for iOS developers who intend to follow the basics and gradually elevate their skills to revolutionize the way they design and publish games for the App Store. From beginners, to those who are experienced making video games, this book goes through the steps of using Unity 5 to make a game from the ground up and setting the game up with iTunes Game Center features. The book begins with an introduction to setting up an iTunes Connect developer account, this will allow you to use Unity to its full potential with iOS. You will create a new app in iTunes Connect with the settings for Apple approval. You will learn, in detail, how to use Unity 5 and the programming language C# to make a fully interactive game that keeps track of player progress, Game Center Leaderboards, and Achievements, as well as displaying iAds and offering In-App purchases. Moving on, you'll

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discover how to create development and release builds, enabling you to test the game on your device before finally submitting the game for Apple's approval. By the end of the book, you will have a complete understanding of how iTunes and Unity can be used in combination to build and publish a fully interactive and reliable game to the App Store. Style and approach This is a step-by-step guide that covers the fundamentals of gaming and reveals the secrets of building and monetizing games for the iOS platform.

Master the art of programming games for Android using the Unity3D game engine. This book will help you understand basic concepts of game development in Unity. By the end of Beginning Unity Android Game Development, you will have the knowledge to confidently build an Android game. The book starts by explaining simple programming concepts to make beginners comfortable with the jargon. You will then learn to navigate around the Unity interface and use basic tools (hand, move, rotate, scale, and rect). You will also be acquainted with the creation of basic 3D objects in the game while understanding the purpose of several of Unity's windows. In the last chapters, you will learn to create a simple game for Android using the concepts studied in the previous chapters. Scripts will be written to handle the behaviors of the player and enemies as well as to handle other aspects of the game. The author shares tips along the way to help improve in-game performance, such as switching to the universal rendering pipeline when targeting mobile platforms. At the end of the book, you will have a solid knowledge in

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making basic Android games that can be upgraded later to make more complex games. What You Will Learn Explore basic Unity and C# programming concepts and scripting for Android games Navigate around the Unity interface and use its basic tools Make the most of popular components and features of Unity Write an Android game with optimizations Who This Book Is For Absolute beginners learning to program games for the Android platform using Unity3D. Basic knowledge of programming would be beneficial for the reader but is not required.

Learn Unity game development & C# scripting. Build games with Unity and use Unity 2018 & C# to build 2D games About This Video This course has been specifically designed for people with a basic understanding and some prior knowledge of coding and the relevant terminology. Some programming experience is preferable as this course focuses solely on Google's real-time database, Firebase. In Detail Want to learn how to build games by building small, simple and fun games? Then this is the perfect course for you. After finishing this course, you will have built fully functional games with Unity and C#. Learn the basic concepts, tools, and functions that you will need to build fully functional games with C# and the Unity game engine. Build a strong foundation in Unity Game Development with this course. Get Started with Unity's 2D Components Create your portfolio of game projects Learning the fundamentals of Unity 2D & 3D game development puts a powerful and very useful tool at your fingertips. Unity is free, easy to learn, has excellent documentation, and is

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the game engine used for building games. Jobs in Unity game development are plentiful and being able to learn C# scripting along with Unity game development will give you a strong background from which to build awesome games more easily. Content and Overview - Starting with the installation of Unity and Visual Studio, this course will take you through the process of learning game development with Unity by building 5 awesome 2D & 3D game projects. You will build your first 2D game in 1 hour. For the beginner programmers there's a separate section about C# scripting, which will teach the fundamentals of C# scripting for game development in Unity. With these basics mastered, the course will take you through building different example games with Unity to learn more about the process of creating mobile android games with Unity. Students completing the course will have the knowledge to create fully-functional games with Unity and C# and will be able to use their C# skills to build any other useful program they want.

Downloading the example code for this course: You can download the example code files for this course on GitHub at the following link: <https://github.com/PacktPublishing/Game-Development-with-Unity-and-C-Build-a-2D-Target-Shooting-Game-in-One-Hour> . If you require support please email: customercare@packt.com.

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

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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

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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

Get a thorough and practical introduction to Unity development for Android devices with no previous experience with game development needed. In this book, you'll go through every step from downloading and installing Unity and the Android SDK, to creating fully functional games. The bulk of Learn Unity for Android Game Development is a simple project to create a 2D platform game complete with touchscreen controls, physics, enemies, respawning, collectibles and more. The book closes with a brief introduction to creating 3D games, virtual reality games for the Gear VR, and other more advanced applications. It also provides some guidance on publishing and marketing, as well as thinking about game design and mechanics. Resources including sprites and scripts are provided in the code download. What You Will Learn Install Unity with the Android SDK Understand and use scripts, prefabs and Android Studio Design a great game Build a game app Add a bit of polish Deploy for various Android devices Build and deploy for 3D games, virtual reality and more Promote your game and make money Who This Book Is

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For This book requires no previous experience with programming or game development of any kind. Prior experience with the Android ecosystem recommended. "The course takes you through the complete process of building a narrative game using nothing but Unity, some open source dialogue software, some free art and music from open source locations, and your own smarts. The course works best for those with a very basic understanding of the Unity game engine interface and C# programming."--Resource description page.

Master everything you need to build a 2D game using Unity 5 by developing a complete RPG game framework! About This Book Explore the new features of Unity 5 and recognize obsolete code and elements. Develop and build a complete 2D retro RPG with a conversation system, inventory, random map battles, full game menus, and sound. This book demonstrates how to use the new Unity UI system effectively through detailed C# scripts with full explanations. Who This Book Is For This book is for anyone looking to get started developing 2D games with Unity 5. If you're already accomplished in Unity 2D and wish to expand or supplement your current Unity knowledge, or are working in 2D in Unity 4 and looking to upgrade Unity 5, this book is for you. A basic understanding of programming logic is needed to begin learning with this book, but intermediate and advanced programming topic are explained thoroughly so that coders of any level can follow

along. Previous programming experience in C# is not required. What You Will Learn Create a 2D game in Unity 5 by developing a complete retro 2D RPG framework. Effectively manipulate and utilize 2D sprites. Create 2D sprite animations and trigger them effectively with code. Write beginning to advanced-level C# code using MonoDevelop. Implement the new UI system effectively and beautifully. Use state machines to trigger events within your game. In Detail The Unity engine has revolutionized the gaming industry, by making it easier than ever for indie game developers to create quality games on a budget. Hobbyists and students can use this powerful engine to build 2D and 3D games, to play, distribute, and even sell for free! This book will help you master the 2D features available in Unity 5, by walking you through the development of a 2D RPG framework. With fully explained and detailed C# scripts, this book will show you how to create and program animations, a NPC conversation system, an inventory system, random RPG map battles, and full game menus. After your core game is complete, you'll learn how to add finishing touches like sound and music, monetization strategies, and splash screens. You'll then be guided through the process of publishing and sharing your game on multiple platforms. After completing this book, you will have the necessary knowledge to develop, build, and deploy 2D games of any genre! Style and approach

This book takes a step-by-step practical tutorial style approach. The steps are accompanied by examples, and all the intermediate steps will be clearly explained. The focus of this book will obviously be on the advanced topics so that the game looks and performs efficiently.

Learn Unity game development & C# scripting. Build games with Unity and use Unity 2018 & C# to build 2D games. About This Video This course has been specifically designed for people with a basic understanding and some prior knowledge of coding and the relevant terminology. Some programming experience is preferable as this course focuses solely on Google's real-time database, Firebase. In Detail Want to learn how to build games by building small, simple and fun games? Then this is the perfect course for you. After finishing this course, you will have built fully functional games with Unity and C#. Learn the basic concepts, tools, and functions that you will need to build fully functional games with C# and the Unity game engine. Build a strong foundation in Unity Game Development with this course. Get Started with Unity's 2D Components Create your portfolio of game projects Learning the fundamentals of Unity 2D & 3D game development puts a powerful and very useful tool at your fingertips. Unity is free, easy to learn, has excellent documentation, and is the game engine used for building games. Jobs in Unity game development

are plentiful and being able to learn C# scripting along with Unity game development will give you a strong background from which to build awesome games more easily. Content and Overview - Starting with the installation of Unity and Visual Studio, this course will take you through the process of learning game development with Unity by building 5 awesome 2D & 3D game projects. You will build your first 2D game in 1 hour. For the beginner programmers, there's a separate section about C# scripting, which will teach the fundamentals of C# scripting for game development in Unity. With these basics mastered, the course will take you through building different example games with Unity to learn more about the process of creating mobile android games with Unity. Students completing the course will have the knowledge to create fully-functional games with Unity and C# and will be able to use their C# skills to build any other useful program they want. Downloading the example code for this course: You can download the example code files for this course on GitHub at the following link: <https://github.com/PacktPublishing/Game-Development-with-Unity-and-C-Monster-Eats-Candy> . If you require support please email: customer care@packt.com.

This fifth edition of the popular C# guide helps you learn the building blocks of C# language, right from variables to classes and exception handling. After getting to grips with the basics of C# programming, it

takes you through the world of Unity game development and how you can apply C# knowledge using game development examples.

Get started with 2D Games and Unity without the headaches Without my book, most people spend too long trying to create 2D games and learn C# with Unity the hard way. This book is the only one that will get you to learn Unity fast without wasting so much time. It includes 15 chapters that painlessly teach you the necessary skills to master C# with Unity and to create 2D interactive games. What you will learn After completing this book, you will be able to:

- Code in C#.
- Understand and apply C# concepts.
- Create 2D games.
- Create a wide range of 2D games including a 2D platformer, a shooter, a word-guessing game, a memory game, a card game, and a puzzle.
- Create and use C# variables and methods for your game.
- Include intelligent NPCs that chase the player.
- Manage collisions, key inputs, and colliders.
- Create an update a user interface.
- Load new scenes from the code, based on events in your games.

Content and structure of this book The content of each chapter is as follows: - Chapters 1, 2, 3, 4, and 5 will show you how to create a platformer game with most of the features that you usually find in this genre. - Chapters 6, 7, 8, 9, and 10 will show you how to create a shooter game with a moving space ship controlled by the player, a scrolling background, missiles, moving

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asteroids, and much more. - Chapter 11 will show you how to create a word guessing game where the player needs to guess a word, picked at random. - Chapter 12 will show you how to create a memory game based on the famous "Simon Game". - Chapter 13 will show you how to create a card-guessing game where the player needs to memorize the location of cards on a board and to also match identical cards in order to win. - Chapter 14 will show you how to create a puzzle where the player has to move and combine puzzle pieces to complete the puzzle. If you want to start coding in C# and create your own 2D games with Unity using a tried-and-tested method: download this book now

This hands-on guide to Unity is for new and existing Unity users who want to get the most out of the Unity engine, create scripts using C#, delve into graphics, sound, and animations and manipulate physics to create interesting mechanics for games. You'll be able to practically apply the knowledge you've gained to a real-world game.

Follow a walkthrough of the Unity Engine and learn important 2D-centric lessons in scripting, working with image assets, animations, cameras, collision detection, and state management. In addition to the fundamentals, you'll learn best practices, helpful game-architectural patterns, and how to customize Unity to suit your needs, all in the context of building a working 2D game. While many books focus on 3D

game creation with Unity, the easiest market for an independent developer to thrive in is 2D games. 2D games are generally cheaper to produce, more feasible for small teams, and more likely to be completed. If you live and breathe games and want to create them then 2D games are a great place to start. By focusing exclusively on 2D games and Unity's ever-expanding 2D workflow, this book gives aspiring independent game developers the tools they need to thrive. Various real-world examples of independent games are used to teach fundamental concepts of developing 2D games in Unity, using the very latest tools in Unity's updated 2D workflow. New all-digital channels for distribution, such as Nintendo eShop, Xbox Live Marketplace, the Playstation Store, the App Store, Google Play, itch.io, Steam, and GOG.com have made it easier than ever to discover, buy, and sell games. The golden age of independent gaming is upon us, and there has never been a better time to get creative, roll up your sleeves, and build that game you've always dreamed about. Developing 2D Games with Unity can show you the way. What You'll Learn

Delve deeply into useful 2D topics, such as sprites, tile slicing, and the brand new Tilemap feature. Build a working 2D RPG-style game as you learn. Construct a flexible and extensible game architecture using Unity-specific tools like Scriptable Objects, Cinemachine, and Prefabs. Take advantage

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of the streamlined 2D workflow provided by the Unity environment. Deploy games to desktop Who This Book Is For Hobbyists with some knowledge of programming, as well as seasoned programmers interested in learning to make games independent of a major studio.

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