

Unity 2017 Game Development Essentials

Third Edition

Build fully functional 2D and 3D games with realistic environments, sounds, physics, special effects, and more!



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Unity Game Development Essentials Will Goldstone, 2009-10-01 Build fully functional professional 3D games with realistic environments sound dynamic effects and more

Unity 3.x Game Development Essentials Will Goldstone, 2011-12-20 This book follows an informal demystifying approach to the world of game development with the Unity game engine With no prior knowledge of game development or 3D required you will learn from scratch taking each concept at a time working up to a full 3D mini game You ll learn scripting with C or JavaScript and master the Unity development environment with easy to follow stepwise tasks If you re a designer or animator who wishes to take their first steps into game development or prototyping or if you ve simply spent many hours sitting in front of video games with ideas bubbling away in the back of your mind Unity and this book should be your starting point No prior knowledge of game production is required inviting you to simply bring with you a passion for making great games

Mobile Game Design Essentials Dr. Claudio Scolastici, David Nolte, 2013-11-21 A step by step guide This book is for all game developers designers and hobbyists who want to create assets for mobile games

[Game Development Basics](#) J. Thomas, *Game Development Basics A Beginner s Guide to Game Design and Coding* by J Thomas is a practical introduction to the world of game creation This book is perfect for beginners who are interested in understanding the foundational concepts of game development including game mechanics design principles user experience and the basics of writing game code

Game Design Essentials Briar Lee Mitchell, 2012-03-05 An easy to follow primer on the fundamentals of digital game design The quickly evolving mobile market is spurring digital game creation into the stratosphere with revenue from games exceeding that of the film industry With this guide to the basics you ll get in on the game of digital game design while you learn the skills required for storyboarding character creation environment creation level design programming and testing Teaches basic skill sets in the context of current systems genres and game play styles Demonstrates how to design for different sectors within gaming including console PC handheld and mobile Explores low poly modeling for game play Addresses character and prop animation lighting and rendering and environment design Discusses the path from concept to product including pre and post production Includes real world scenarios and interviews with key studio and industry professionals With *Game Design Essentials* you ll benefit from a general but thorough overview of the core art and technology fundamentals of digital game design for the 21st century

Unity Game Development Essentials Paul Thomas, 2017-04-19 This book follows an informal demystifying approach to the world of game development with the Unity game engine With no prior knowledge of game development or 3D required you will learn from scratch taking each concept at a time working up to a full 3D mini game You ll learn scripting with JavaScript and master the Unity development environment with easy to follow stepwise tasks The printed version of the book is in black and white but a full color version of the images is available for download here The eBook version available from Packt is in full color If you re a designer or animator who wishes to take their first steps into game development or if

you've simply spent many hours sitting in front of video games with ideas bubbling away in the back of your mind. Unity and this book should be your starting point. No prior knowledge of game production is required, inviting you to simply bring with you a passion for making great games.

Unity Game Development Essentials Will Goldstone, 2009

Unity 3.x Game Development Essentials Will Goldstone, 2011

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.

Unity AI Programming Essentials Curtis Bennett, Dan Violet Sagmiller, 2014-12-22

This book is aimed at developers who know the basics of game development with Unity and want to learn how to add AI to their games. You do not need any previous AI knowledge; this book will explain all the essential AI concepts and show you how to add and use them in your games.

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

Game Development Essentials II with Unity LiveLessons (Video Training) Mike Geig, 2014 Game Development Essentials II with Unity LiveLessons is aimed at teaching visual learners how to use this powerful engine to make their own games In Volume II Mike Geig builds on the success of his first LiveLessons to bring more intermediate level topics to the forefront so that developers can get the most out of this powerful game engine

Description In this video training Mike Geig covers key 2D and 3D game development concepts beyond the basics and scripting programming concepts for featured game engines Mike covers the latest version of Unity what s new what s changing and what s important The source code repository for this LiveLesson is broken up into multiple files for downloading click on each lesson number to download the assets for that lesson Lesson 1 Lesson 2 Lesson 3 Lesson 4 Lesson 5 Lesson 6 Lesson 7 Lesson 8 About the Instructor Mike Geig is a screencaster at Unity Technologies the makers of the Unity game engine Mike is also the author of Sams Teach Yourself Unity Game Development and the first volume of these LiveLessons Related video Game Development Essentials with Unity 4 LiveLessons Skill Level Intermediate Advanced What You Will Learn A foundation in game development Key 2D and 3D game development concepts beyond the basics Scripting programming concepts for featured game engines New and cutting edge features of the Unity game engine Who Should Take This Course Game developers looking to get the most out of Unity the powerful game engine to develop cutting edge 2D and 3D games both mobile and desktop Course Requirements Should be familiar with the concepts of programming The specific language should not be too important Users should be familiar with the basics usage of software on their chosen operating system Should be familiar with the Unity game engine either through experience with Volume I of this LiveLesson or some other source Sams Teach Yourself Unity Game Development Users should also be familiar with basic concepts of game

development Should be familiar with mathematics basic operations and coordinate systems and game elements players scores enemies etc Users should know how to navigate a PC or Mac and install software Table of Contents Lesson 1 Working with the 2D Game Tools Learning Objectives Understand the basics of the 2D tools Import sprite objects Place sprites in a scene Use basic colliders Use the polygon collider Lesson 2 Working with the Mecanim A

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

Unity Game Development in 24 Hours, Sams Teach Yourself Mike Geig,2013-11-07 In just 24 sessions of one hour or less Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 4 game engine at the heart of Temple Run and many other sizzling hot mobile games You ll learn 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 4 game development tasks Quizzes and Exercises at the end of each chapter help you test your knowledge Notes present interesting information related to the discussion Tips offer advice or show you easier ways to perform tasks Cautions alert you to possible problems and give you advice on how to avoid them Learn how to Create and work with game objects Unity s fundamental building blocks Work efficiently with Unity s graphical asset pipeline Apply shaders and textures to any 3D object Sculpt stunning game worlds with Unity s terrain and environmental toolsets Script tasks ranging from capturing input to building complex behaviors Quickly create repeatable reusable game objects with prefabs Implement easy intuitive game user interfaces Create amazing effects with Unity s new Shuriken particle system Leverage the full power of Unity s new Mecanim animation system Integrate ambient 2D 3D audio into your games Use mobile device accelerometers and multi touch displays Modify a desktop game for mobile platforms Apply the finishing touches and deploy your game

Sams Teach Yourself Unity Game Development in 24 Hours Mike Geig,2014 A complete beginner s guide to game development with the powerful Unity game engine CS Instructor and game designer Mike Geig offers a do it yourself approach to game development with all of the main essentials covered In just 24 hours learn how to get started developing games with Unity with a hands on and modular approach Each chapter covers an essential component of the game development process illustrated with sample projects and including full source code all 3rd party art assets textures fonts models and all 3rd party sound assets

Unity 3D Game Development Anthony Davis,Travis Baptiste,Russell Craig,Ryan Stunkel,2022-08-29 Create ready to play 3D games with reactive environments sound dynamic effects and more Key Features Build a solid foundation for game design and game development Understand the fundamentals of 3D such as coordinates spaces vectors and cameras Get to grips with essential Unity concepts including characters scenes terrains objects and more Book DescriptionThis book written by a team of experts at Unity Technologies follows an informal demystifying approach to the world of game development Within Unity 3D Game Development you will

learn to Design and build 3D characters and game environments Think about the users interactions with your game Develop an interface and apply visual effects to add an emotional connection to your world Gain a solid foundation of sound design animations and lighting Build test and add final touches The book contains expert insights that you ll read before you look into the project on GitHub to understand all the underpinnings This way you get to see the end result and you re allowed to be creative and give your own thoughts to design as well as work through the process with the new tools we introduce Join the book community on Discord to read this book with Unity game developers and the team of authors Ask questions build teams chat with the authors participate in events and much more The link to join is included in the book What you will learn Learn fundamentals of designing a 3D game and C scripting Design your game character and work through their mechanics and movements Create an environment with Unity Terrain and ProBuilder Explore instantiation and rigid bodies through physics theory and code Implement sound lighting effects trail rendering and other dynamic effects Create a short fully functional segment of your game in a vertical slice Polish your game with performance tweaks Join the book club to read alongside other users and Unity experts and ask the authors for help when stuck Who this book is for Our goal with this book is to enable every reader to build the right mindset to think about 3D games and then show them all the steps we took to create ours The main target audience for this book is those with some prior knowledge in game development though regardless of your experience we hope to create an enjoyable learning journey for you

Unity Game Development

Cookbook Paris Buttfield-Addison,Jon Manning,Tim Nugent,2019-03-13 Discover how to use the Unity game engine to its full potential for both 3D and 2D game development from the basics of scripting to useful tricks in gameplay behavior and animation With this problem solving cookbook you ll get started in two ways First you ll learn about the Unity game engine through brief recipes that teach specific features of the software and scripting systems Second you ll apply a collection of snippets to address common gameplay scenarios such as properly keeping score Using our cookbook format we pinpoint the problem set out the solution and discuss how to solve your problem in the best and most straightforward way possible This book is ideal for beginning to intermediate Unity developers You ll find solutions for 2D and 3D graphics Math physics and character control Animation and movement Behavior and AI Sound and music Input and gameplay Scripting and user interface

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 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 Holistic Game Development with Unity Penny de Byl,2012-11-12 The independent developer has ascended and the new business model demands agility You have to be able to work on all aspects of game creation and your team s game will publish directly to platforms like Android iPhone and Facebook You ll use Unity the hottest game engine out there to do it In order to earn your place on the elite development team you must master both sides of the development coin art and programming Holistic Game Development with Unity is an authoritative guide to creating games in Unity Taking you through game design programming and art Penny de Byl uses a holistic approach to equip you with the multidisciplinary skills you need for the independent games industry With this book you will master essential digital art and design principles while learning the programming skills necessary to build interactivity into your games The tutorials will put these skills into action The companion website offers source code for completed projects from the book art assets instructional videos a forum author blog and lesson plans and challenge questions for professors Examines art and programming in unison the only one stop shop for individual developers and small teams looking to tackle both tasks **Hands-On Unity 2022 Game Development** Nicolas Alejandro Borromeo,2022-10-31 Create customize and optimize your own professional games from scratch with Unity 2022 Includes invitation to join the online Unity Game Development community to read the book alongside Unity developers C programmers and Nicolas

Borromeo Purchase of the print or Kindle book includes a free eBook in PDF format

Key Features

- Create the game prototype and learn the fundamentals of Unity editor to build scenes objects and import objects
- Add interactivity win lose conditions sound graphics and artificial intelligence using C and visual scripting
- Improve the game graphics user interface add visual effects and animations using Animator Cinemachine and Timeline

Book Description

Unity is a cross platform game engine that provides you with powerful but simple to use features to solve the most common problems in Game Development such as rendering animation physics sound and effects You ll learn to use these features to create simple but complete games and all the nuances needed to handle Unity Complete with hands on tutorials and projects this book will teach you to use the Unity game engine create C and visual scripts integrate graphics sound and animations and manipulate physics to create interesting mechanics for your game You ll then code a simple AI agent to challenge the user and work with profiling tools to ensure code efficiency Finally you ll work with Unity s AR tools to create AR experiences for 3D apps and games before publishing them to the world If you are interested in creating impressive commercial quality games that are playable on a variety of platforms then you ve come to the right place What you will learn

- Build a game prototype that includes gameplay player and non player characters assets animations and more
- Set up and navigate the game engine to dive into the Unity Editor and discover unique and new features released in 2022
- Learn both C and Visual Scripting to customize player movements the user interface and game physics
- Apply shaders to improve your game graphics using Shader Graph and Universal Render Pipeline URP
- Create win lose conditions for the game by using design patterns such as Singleton and Event Listeners
- Implement Game AI to build a fully functional enemy capable of detecting and attacking the player
- Debug test optimize and create an executable version of the game to share with your friends

Who this book is for Both game and non game developers who wish to migrate or start building 3D games in Unity will find this book useful 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

Game Development Essentials with Unity 4

Mike Geig, 2013

Game Development Essentials with Unity 4 LiveLessons demonstrates the power and versatility of the Unity 4 engine and helps you leverage this engine in your own game development endeavors Each lesson in this series focuses on a particular aspect of the Unity game engine and by the end of the course you should be able to begin making your own games Geig covers the Unity interface concepts of 2D and 3D game development building terrain for your games as well as developing game objects that interact through collision You will also learn to work with scripts and manipulate objects through code And for those of you who want to develop for mobile devices you will find coverage here as well Finally the course ends with a lesson on how to construct your own game with the Unity 4 game engine

Resource description page

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