



Quick answers to common problems

# Unity 5.x Shaders and Effects Cookbook

Master the art of Shader programming to bring life to your Unity projects

Alan Zucconi

Kenneth Lammers

**[PACKT]**  
PUBLISHING

# Unity Shaders And Effects Cookbook Unity Shaders And Effects Cookbook

**John P. Doran**



## **Unity Shaders And Effects Cookbook Unity Shaders And Effects Cookbook:**

Unity 5.x Shaders and Effects Cookbook Alan Zuconi, Kenneth Lammers, 2016-02-26 Master the art of Shader programming to bring life to your Unity projects About This Book This book will help you master the technique of physically based shading in Unity 5 to add realism to your game quickly through precise recipes From an eminent author this book offers you the fine technicalities of professional post processing effects for stunning results This book will help you master Shader programming through easy to follow examples to create stunning visual effects that can be used in 3D games and high quality graphics Who This Book Is For Unity Effects and Shader Cookbook is written for developers who want to create their first Shaders in Unity 5 or wish to take their game to a whole new level by adding professional post processing effects A solid understanding of Unity is required What You Will Learn Understand physically based rendering to fit the aesthetic of your game Enter the world of post processing effects to make your game look visually stunning Add life to your materials complementing Shader programming with interactive scripts Design efficient Shaders for mobile platforms without sacrificing their realism Use state of the art techniques such as volumetric explosions and fur shading Build your knowledge by understanding how Shader models have evolved and how you can create your own Discover what goes into the structure of Shaders and why lighting works the way it does Master the math and algorithms behind the most used lighting models In Detail Since their introduction to Unity Shaders have been notoriously difficult to understand and implement in games complex mathematics have always stood in the way of creating your own Shaders and attaining that level of realism you crave With Shaders you can transform your game into a highly polished refined product with Unity's post processing effects Unity Shaders and Effects Cookbook is the first of its kind to bring you the secrets of creating Shaders for Unity3D guiding you through the process of understanding vectors how lighting is constructed with them and also how textures are used to create complex effects without the heavy math We'll start with essential lighting and finishing up by creating stunning screen Effects just like those in high quality 3D and mobile games You'll discover techniques including normal mapping image based lighting and how to animate your models inside a Shader We'll explore the secrets behind some of the most powerful techniques such as physically based rendering With Unity Shaders and Effects Cookbook what seems like a dark art today will be second nature by tomorrow Style and approach The recipes in this book contain step by step instructions complemented by screenshots and code and real world examples Unity 2021 Shaders and Effects Cookbook John P. Doran, 2021-10-15 Overcome the challenges and complexities involved in creating your own shaders with high level realism using practical solutions best practices and the latest features of Unity 2021 Key Features Discover practical recipes for mastering post processing effects and advanced shading techniques Learn the secrets of creating AAA quality shaders without writing long algorithms Create visually stunning effects for your games using Unity's VFX Graph Book Description Shaders enable you to create powerful visuals for your game projects However creating shaders for your games

can be notoriously challenging with various factors such as complex mathematics standing in the way of attaining the level of realism you crave for your shaders The Unity 2021 Shaders and Effects Cookbook helps you overcome that with a recipe based approach to creating shaders using Unity This fourth edition is updated and enhanced using Unity 2021 features and tools covering Unity s new way of creating particle effects with the VFX Graph You ll learn how to use VFX Graph for advanced shader development The book also features updated recipes for using Shader Graph to create 2D and 3D elements You ll cover everything you need to know about vectors how they can be used to construct lighting and how to use textures to create complex effects without the heavy math You ll also understand how to use the visual based Shader Graph for creating shaders without any code By the end of this Unity book you ll have developed a set of shaders that you can use in your Unity 3D games and be able to accomplish new effects and address the performance needs of your Unity game development projects So let s get started What you will learn Use physically based rendering to fit the aesthetic of your game Create spectacular effects for your games by testing the limits of what shaders can do Explore advanced shader techniques for your games with AAA quality Use Shader Graph to create 2D and 3D elements for your games without writing code Master the math and algorithms behind the commonly used lighting models Get to grips with the Post Processing Stack to tweak the appearance of your game Who this book is for This book is for game developers who want to start creating their first shaders in Unity 2021 and take their game to a whole new level by adding professional post processing effects The book assumes intermediate level knowledge of Unity

**Unity 2018 Shaders and Effects Cookbook** John P. Doran, Alan Zucconi, 2018-06-29 Bring realism to your games by mastering post processing effects and advanced shading techniques in Unity 2018 Key Features Learn the secrets of creating AAA quality shaders without writing long algorithms Master shader programming through easy to follow examples Create stunning visual effects that can be used in 3D games Book Description Since their introduction to Unity shaders have been seen as notoriously difficult to understand and implement in games Complex mathematics has always stood in the way of creating your own shaders and attaining the level of realism you crave Unity 2018 Shaders and Effects Cookbook changes that by giving you a recipe based guide to creating shaders using Unity It will show you everything you need to know about vectors how lighting is constructed with them and how textures are used to create complex effects without the heavy math This book starts by teaching you how to use shaders without writing code with the post processing stack Then you ll learn how to write shaders from scratch build up essential lighting and finish by creating stunning screen effects just like those in high quality 3D and mobile games You ll discover techniques such as normal mapping image based lighting and animating your models inside a shader We ll explore how to use physically based rendering to treat light the way it behaves in the real world At the end we ll even look at Unity 2018 s new Shader Graph system With this book what seems like a dark art today will be second nature by tomorrow What you will learn Understand physically based rendering to fit the aesthetic of your game Write shaders from scratch in ShaderLab and HLSL Cg Combine

shader programming with interactive scripts to add life to your materials Design efficient shaders for mobile platforms without sacrificing their realism Use state of the art techniques such as volumetric explosions and fur shading Master the math and algorithms behind the most used lighting models Understand how shader models have evolved and how you can create your own Who this book is for Unity Shaders and Effects Cookbook is for developers who want to create their first shaders in Unity 2018 or wish to take their game to a whole new level by adding professional post processing effects A solid understanding of Unity is required to get the most from this book Unity Shaders and Effects Cookbook Kenny

Lammers,2013 Discover how to make your Unity projects look stunning with Shaders and screen effects **Unity 6**

**Shaders and Effects Cookbook** John P. Doran,2025-07-28 Overcome challenges head on in Unity 6 shader creation with the help of expert tips practical solutions and cutting edge techniques from best selling author John Doran Key Features Explore Shader Graph to develop expertise in post processing and advanced shading Unlock shortcuts to achieve AAA shader quality without complex algorithms Become proficient in Unity s latest tools including VFX Graph and Unity Muse Purchase of the print or Kindle book includes a free PDF eBook Book DescriptionShaders enable game developers to craft visually stunning experiences but their complexity and mathematical and technical challenges make it hard to achieve the desired level of realism Written by a top selling author with extensive hands on expertise in game development this latest edition is your indispensable guide to mastering the art of shaders within this evolving landscape Through meticulously curated recipes this book takes a practical approach to equip you with the knowledge and tools necessary to elevate your game visuals to unmatched sophistication In this updated edition you ll gain invaluable insights into leveraging Unity s latest tools including Unity Muse for advanced AI powered texture creation From fully grasping Shader Graph to harnessing the power of vectors and textures this Unity cookbook covers all the aspects of shader development without the need for elaborate mathematical calculations You ll also discover practical techniques for achieving stunning visual effects with ease when creating 2D or 3D elements What you will learn Understand the principles of shaders along with how to work in Shader Graph Harness URP and HDRP packages for efficient shader creation Enhance game visuals with modern shader techniques Optimize shaders for performance and aesthetics Master the math and algorithms behind the commonly used lighting models Transform your game s atmosphere with the Post Processing Stack Develop sophisticated shader effects by leveraging fragment shaders and grab pass techniques Who this book is for This book is for game developers looking to elevate their shader expertise and enhance game visuals using Unity 6 Game programmers technical artists and aspiring game developers eager to master shader creation with Shader Graph will find this book very useful A solid understanding of Unity is required to get the most out of this book *Unity 6 Shaders and Effects Cookbook - Fifth Edition* John P. Doran,2025-03 Overcome challenges head on in Unity 6 shader creation with the help of expert tips practical solutions and cutting edge techniques from best selling author John Doran Key Features Explore Shader Graph to develop expertise in post processing and advanced shading Unlock

shortcuts to achieve AAA shader quality without complex algorithms Become proficient in Unity's latest tools including Shader Graph and Unity Muse Purchase of the print or Kindle book includes a free PDF eBook Book Description Shaders enable game developers to craft visually stunning experiences but their complexity and mathematical and technical challenges make it hard to achieve the desired level of realism Written by a top selling author with extensive hands on expertise in game development this latest edition is your indispensable guide to mastering the art of shaders within this evolving landscape Through meticulously curated recipes this book takes a practical approach to equip you with the knowledge and tools necessary to elevate your game visuals to unmatched sophistication In this updated edition you'll gain invaluable insights into leveraging Unity's latest tools including Unity Muse for advanced AI powered texture creation From fully grasping Shader Graph to harnessing the power of vectors and textures this Unity cookbook covers all the aspects of shader development without the need for elaborate mathematical calculations You'll also discover practical techniques for achieving stunning visual effects with ease when creating 2D or 3D elements What You Will Learn Understand the principles of shaders along with how to work in Shader Graph Harness URP and HDRP packages for efficient shader creation Enhance game visuals with modern shader techniques Optimize shaders for performance and aesthetics Master the math and algorithms behind the commonly used lighting models Transform your game's atmosphere with the Post Processing Stack Develop sophisticated shader effects by leveraging fragment shaders and grab pass techniques Who this book is for This book is for game developers looking to elevate their shader expertise and enhance game visuals using Unity 6 Game programmers technical artists and aspiring game developers eager to master shader creation with Shader Graph will find this book very useful A solid understanding of Unity is required to get the most out of this book Table of Contents Using Post Processing with URP Creating Your First Shader with Shader Graph Working with Surfaces Working with Texture Mapping Enhancing Realism Unity Muse and Physically Based Rendering Using Vertex Functions Using Grab Passes Optimizing Shaders Creating Screen Effects with Fullscreen Shaders Gameplay and Screen Effects Understanding Lighting Models Developing Advanced Shading Techniques Utilizing the HDRP [Become a Unity Shaders Guru](#) Mina Pêcheux, 2023-07-14 Discover the new URP render pipeline the Shader Graph tool and a range of advanced shading techniques in this part color guide to bring out the beauty of your 2D 3D game projects Key Features Discover the new shader tools such as URP and Shader Graph to work in HLSL code or with visual node based editing Learn advanced tricks to optimize your rendering pipeline Explore various concepts to create a variety of 2D and 3D game shaders Purchase of the print or Kindle book includes a free PDF eBook Book Description Do you really know all the ins and outs of Unity shaders It's time to step up your Unity game and dive into the new URP render pipeline the Shader Graph tool and advanced shading techniques to bring out the beauty of your 2D 3D game projects Become a Unity Shaders Guru is here to help you transition from the built in render pipeline to the SRP pipelines and learn the latest shading tools With it you'll dive deeper into Unity shaders by understanding the essential

concepts through practical examples First you ll discover how to create a simple shading model in the Unity built in render pipeline and then in the Unity URP render pipeline and Shader Graph while learning about the practical applications of both You ll explore common game shader techniques ranging from interior mapping to adding neon outlines on a sprite or simulating the wobble of a fish You ll also learn about alternative rendering techniques like Ray Marching By the end of this book you ll have learned to create a wide variety of 2D and 3D shaders with Unity s URP pipeline both in HLSL code and with the Shader Graph tool and be well versed with some optimization tricks to make your games friendly for low tier devices as well What you will learn Understand the main differences between the legacy render pipeline and the SRP Create shaders in Unity with HLSL code and the Shader Graph 10 tool Implement common game shaders for VFX animation procedural generation and more Experiment with offloading work from the CPU to the GPU Identify different optimization tools and their uses Discover useful URP shaders and re adapt them in your projects Who this book is for This book is for technical artists who have worked with Unity and want to get a deeper understanding of Unity s render pipelines and its visual node based editing tool Seasoned game developers who are looking for reference shaders using the recent URP render pipeline will also find this book useful A basic level of programming experience in HLSL Unity its layout and its basic usage is a must

**Unity Certified Programmer: Exam Guide** Philip Walker, 2020-06-30 A practical guide to Unity game scripting using C backed with practice tests exam tips and easy to follow examples to help you better prepare for the exam and become a pro in Unity programming Key Features Discover the essentials of game scripting with Unity and C to customize every aspect of your game Overcome challenges in Unity game development using effective techniques and easy solutions Pass the Unity certification exam with the help of mock tests exam tips and self assessment questions Book Description Unity Certified Programmer is a global certification program by Unity for anyone looking to become a professional Unity developer The official Unity programmer exam will not only validate your Unity knowledge and skills but also enable you to be part of the Unity community This study guide will start by building on your understanding of C programming and take you through the process of downloading and installing Unity You ll understand how Unity works and get to grips with the core objectives of the Unity exam As you advance you ll enhance your skills by creating an enjoyable side scrolling shooter game that can be played within the Unity Editor or any recent Android mobile device This Unity book will test your knowledge with self assessment questions and help you take your skills to an advanced level by working with Unity tools such as the Animator Particle Effects Lighting UI UX Scriptable Objects and debugging By the end of this book you ll have developed a solid understanding of the different tools in Unity and understand how to create impressive Unity applications by making the most of its toolset What you will learn Discover techniques for writing modular readable and reusable scripts in Unity Implement and configure objects physics controls and movements for your game projects Understand 2D and 3D animation and write scripts that interact with Unity s Rendering API Explore Unity APIs for adding lighting materials and texture to your

appsWrite Unity scripts for building interfaces for menu systems UI navigation application settings and much moreDelve into SOLID principles for writing clean and maintainable Unity applicationsWho this book is for The book is for game developers software developers mobile app developers and Unity developers who want to advance in the game or related industry Basic knowledge of C programming and Unity engine is required OpenCV for Secret Agents Joseph Howse,2015-01-28 This book is for programmers who want to expand their skills by building fun smart and useful systems with OpenCV The projects are ideal in helping you to think creatively about the uses of computer vision natural user interfaces and ubiquitous computers in your home car and hand *Augmented Reality Game Development* Micheal Lanham,2017-01-20 Create your own augmented reality games from scratch with Unity 5 About This Book Create your own augmented reality game from scratch and join the virtual reality gaming revolution Use the latest Unity 5 VR SDK to create pro level AR games like Pokemon Go Innovate and explore the latest and most promising trend of AR gaming in the mobile gaming industry Who This Book Is For This book is for those who have a basic knowledge of game development techniques but no previous knowledge of Unity is required Some basic programming knowledge would be desirable but the book is an introduction to the topic The book is also suitable for experienced developers new to GIS or GPS development What You Will Learn Build a location based augmented reality game called Foodie Go Animate a player s avatar on a map Use the mobile device s camera as a game background Implement database persistence with SQLite4Unity3D to carry inventory items across game sessions Create basic UI elements for the game inventory menu and settings Perform location and content searches against the Google Places API Enhance the game s mood by adding visual shader effects Extend the game by adding multiplayer networking and other enhancements In Detail The heyday of location based augmented reality games is upon us They have been around for a few years but the release of Pokemon Go was a gamechanger that catalyzed the market and led to a massive surge in demand Now is the time for novice and experienced developers alike to turn their good ideas into augmented reality AR mobile games and meet this demand If you are keen to develop virtual reality games with the latest Unity 5 toolkit then this is the book for you The genre of location based AR games introduces a new platform and technical challenges but this book will help simplify those challenges and show how to maximize your game audience This book will take you on a journey through building a location based AR game that addresses the core technical concepts GIS fundamentals mobile device GPS mapping map textures in Unity mobile device camera camera textures in Unity accessing location based services and other useful Unity tips The technical material also discusses what is necessary for further development to create a multiplayer version of the game At the end you will be presented with troubleshooting techniques in case you get into trouble and need a little help Style and approach This book shows you how to create every step of the game and gives practical examples **Mastering Unity Shaders and Effects** Jamie Dean,2016-08-30 Harness the power of Unity 5 tools to write shaders and create stunning effects for next generation gamesAbout This Book Leverage the power of Unity 5 compatible shaders to create a variety of

realistic surfaces Create amazing visual effects for your Unity 5 x games by blending advanced post processing techniques and lighting effects Add that extra visual edge to your games by learning pro level techniquesWho This Book Is ForThis book is for users who are familiar with creating Unity projects and are looking for the next step to create stunning high end visuals in their game project using the latest tools and features You are expected to understand the creation of basic Unity projects game object types and scene navigation You will need some basic programming experience in C or JavaScript What You Will Learn Create amazing visual effects using Unity 5 s improved toolset See the comparative advantages of the Metallic and Specular workflows of Unity s Physically Based Shading system Build your own custom shaders to suit a variety of organic and inorganic surfaces Take your Unity 5 project to the next level with advanced real time and baked lighting methods Design powerful particle effects Find out how shaders materials and scripts work together within the Unity framework Develop high end and optimized game visuals suitable for mobile devices and other platformsIn DetailWith the inclusion of Physically Based Shading and the Standard Shader Unity has opened up new workflows to achieve realism and astounding visuals in your real time application project If you ve been looking for an advanced guide to cater to your games visual needs then this is the right solution for you This book will give you a good understanding of the level of detail and polish you can add to your games with a deeper knowledge of shader and lighting interaction with Physically Based Shading for PC console and mobile game projects You ll see how to create custom lighting effects efficiently and how you can replace expensive lighting rigs with simpler alternatives Moving forward you will successfully create responsive graphics that automatically adjust to different mobile platforms If you want to improve the post processing of your games and are wondering how to make your game look like a AAA standard game then this book provides all the necessary information to enable you to do so efficiently and effectively

### **Understanding Game-based Approaches for Improving Sustainable Water Governance**

Wietske Medema,Chengzi Chew,Jan Franklin Adamowski,Igor Mayer,Arjen Wals,2020-04-28 The sustainable governance of water resources relies on processes of multi stakeholder collaborations and interactions that facilitate knowledge co creation and social learning Governance systems are often fragmented forming a barrier to adequately addressing the myriad of challenges affecting water resources including climate change increased urbanized populations and pollution Transitions towards sustainable water governance will likely require innovative learning partnerships between public private and civil society stakeholders It is essential that such partnerships involve vertical and horizontal communication of ideas and knowledge and an enabling and democratic environment characterized by informal and open discourse There is increasing interest in learning based transitions Thus far much scholarly thinking and to a lesser degree empirical research has gone into understanding the potential impact of social learning on multi stakeholder settings The question of whether such learning can be supported by forms of serious gaming has hardly been asked This Special Issue critically explores the potential of serious games to support multi stakeholder social learning and collaborations in the context of water governance

Serious games may involve simulations of real world events and processes and are challenge players to solve contemporary societal problems they therefore have a purpose beyond entertainment They offer a largely untapped potential to support social learning and collaboration by facilitating access to and the exchange of knowledge and information enhancing stakeholder interactions empowering a wider audience to participate in decision making and providing opportunities to test and analyze the outcomes of policies and management solutions Little is known about how game based approaches can be used in the context of collaborative water governance to maximize their potential for social learning While several studies have reported examples of serious games there is comparably less research about how to assess the impacts of serious games on social learning and transformative change

**Unreal Engine 4 Shaders and Effects Cookbook** Brais Brenlla Ramos, John P. Doran, 2019-05-27 Build optimized efficient and real time applications that are production ready using Unreal Engine's Material Editor Key Features Create stunning visual effects for 3D games and high quality graphics Design efficient Shaders for mobile platforms without sacrificing their realism Discover what goes into the structure of Shaders and why lighting works the way it does Book Description Unreal Engine 4 is a powerful game engine one which has seen a recent boost in widespread adoption thanks to its ease of use and the powerful rendering pipeline that it packs Seeing as how it's relatively easy to create stunning presentations and visuals Unreal has quickly become a strong contender in industries where this kind of software had been previously denied entry With that in mind this book aims to help you get the most out of Unreal Engine 4 from creating awe inspiring graphics to delivering optimized experiences to your users This is possible thanks to a mixture of hands on experience with real materials and the theory behind them You will immediately know how to create that material that you want to display and you'll also end up with the knowledge that will let you know how to control it All of this will be done without losing sight of two key components of any real time application optimization and efficiency The materials that you create will be light and efficient and they will vary depending on your target platform You'll know which techniques can be used in any kind of device and which ones should be kept to high end machines giving you the confidence to tackle any material related task that you can imagine Hop onboard and discover how What you will learn Master Unreal Engine's rendering pipeline for developing real time graphics Use physically based rendering PBR for building materials and lighting solutions Build optimized materials for games targeting multiple platforms Understand Unreal Engine's node and functions for creating desirable effects Design and build production ready shaders Explore Unreal Engine's Material Editor for building complex materials and textures Who this book is for This book is for developers who want to create their first Shaders in Unreal Engine 4 or wish to take their game to a whole new level by adding professional post processing effects A solid understanding of Unreal is required to get the most from this book

**Unity Cookbook** Matt Smith, Shaun Ferns, Sinéad Murphy, 2023-11-30 Are you ready to take your Unity game development skills to the next level Look no further The Unity Cookbook 2023 5th Edition is your essential guide to mastering the latest features of Unity 2023

packed with over 140 recipes to empower your game development journey Purchase of the print or Kindle book includes a free eBook in the PDF format Key Features Explore VR and AR development to create immersive experiences that redefine gaming Craft captivating mobile games with optimized performance and user friendly controls Elevate gameplay with expertly composed music dynamic sound effects and seamless audio integration Book DescriptionUnleash your game development potential with Unity Cookbook 5th Edition designed to equip you with the skills and knowledge needed to excel in Unity game development With over 160 expertly crafted recipes empowering you to pioneer VR and AR experiences excel in mobile game development and become a master of audio techniques In this latest edition we ve meticulously curated a collection of recipes that reflect the latest advancements in Unity 2023 ensuring you stay at the forefront of game development You ll discover dedicated recipes for First Third Person Core templates create engaging mobile games delve into Virtual and Augmented Reality and go further with audio by exploring advanced techniques Additionally the book has been fully updated to incorporate the new input system and TextMeshPro essential elements for modern game development From exploring C scripting to crafting stylish UIs creating stunning visual effects and understanding shader development through Shader Graph every chapter is designed to take you closer to your goal of becoming a proficient Unity developer So whether you re aiming to develop the next hit game enhance your portfolio or simply have fun building games this book will be your trusted companion on your journey to Unity proficiency What you will learn Craft stylish user interfaces from power bars to radars and implement button driven scene changes effortlessly Enhance your games with AI controlled characters harnessing Unity s navigation meshes surfaces and agents Discover the power of Cinemachine in Unity for intelligent camera movements Elevate games with immersive audio including background music and dynamic sound effects Bring your games to life with captivating visual effects from smoke and explosions to customizable particle systems Build your own shaders using Unity s Shader Graph tool Who this book is for If you re a Unity developer looking for better ways to resolve common recurring problems then this book is for you Programmers dipping their toes into multimedia features for the first time will also find this book useful Before you get started with this book you ll need a solid understanding of Unity s functionality and experience with programming in C

[Unreal Engine 5 Shaders and Effects Cookbook](#) Brais Brenlla Ramos,2023-05-31

Advance your game development skills and master the art of crafting intricate and visually stunning materials using Unreal Engine 5 s powerful Material Editor with the help of this illustrated guide Key Features Create spectacular visual effects for use in both games and virtual productions Design efficient shaders for any real time platform without sacrificing realism Leverage Unreal Engine s rendering pipeline and the innards of the material graph Book DescriptionUnreal Engine is here to stay Since the launch of the first edition of this book based on the Unreal Engine 5 technology real time rendering has only grown in popularity The demand for expertise in this area has grown exponentially across various fields over the last few years and Unreal Engine 5 builds upon that foundation and continues to push the boundaries of what is achievable in an

interactive format Against this backdrop the second edition of this book takes a leap forward and explores the new opportunities offered by the latest version of the engine including Lumen ray tracing and Nanite The book also revisits previously covered techniques and updates them to current standards shining new light on topics such as the PBR workflow and the different lighting solutions that were present in the first edition Throughout the chapters you ll be able to focus on two key principles that you need to consider when dealing with real time graphics optimization and efficiency By the end of this book you ll have explored the many rendering possibilities that Unreal Engine 5 has to offer to become the master of your own creations What you will learn Leverage the capabilities of Lumen and Nanite to create breathtaking experiences Attain proficiency in the rendering pipeline of Unreal Engine to develop real time graphics Utilize the physically based rendering pipeline to achieve photorealistic rendering across multiple scenes Explore the Material Editor to build complex materials and textures and achieve a high level of detail Optimize your materials to run seamlessly on multiple platforms Understand the various nodes and functions required to create impressive visual effects Who this book is for This comprehensive guide is designed for anyone who is passionate about rendering real time graphics and creating visually stunning experiences with Unreal Engine Whether you re a beginner or a seasoned professional this book offers a gentle learning curve that takes you from the fundamentals of the rendering pipeline to the most advanced techniques in the field With a wealth of information and expert guidance you ll quickly become proficient in the art of material creation regardless of your background knowledge

Unity 2021 Cookbook Matt Smith, Shaun Ferns, 2021-09-06 Discover the latest features of Unity 2021 and dive deeper into the nuances of professional game development with Unity Key Features Discover the latest features of Unity 2021 including coverage of AR VR development Follow practical recipes for better 2D and 2D character development with Unity GameKits Learn powerful techniques and expert best practices in building 3D objects textures and materials Book Description If you are a Unity developer looking to explore the newest features of Unity 2021 and recipes for advanced challenges then this fourth edition of Unity Cookbook is here to help you With this cookbook you ll work through a wide variety of recipes that will help you use the essential features of the Unity game engine to their fullest potential You familiarize yourself with shaders and Shader Graph before exploring animation features to enhance your skills in building games As you progress you will gain insights into Unity s latest editor which will help you in laying out scenes tweaking existing apps and building custom tools for augmented reality and virtual reality AR VR experiences The book will also guide you through many Unity C gameplay scripting techniques teaching you how to communicate with database driven websites and process XML and JSON data files By the end of this Unity book you will have gained a comprehensive understanding of Unity game development and built your development skills The easy to follow recipes will earn a permanent place on your bookshelf for reference and help you build better games that stay true to your vision What you will learn Discover how to add core game features to your projects with C scripting Create powerful and stylish UI with Unity s UI system including power

bars radars and button driven scene changes Work with essential audio features including background music and sound effects Discover Cinemachine in Unity to intelligently control camera movements Add visual effects such as smoke and explosions by creating and customizing particle systems Understand how to build your own Shaders with the Shader Graph tool Who this book is for If you're a Unity developer looking for better ways to resolve common recurring problems with recipes then this book is for you Programmers dipping their toes into multimedia features for the first time will also find this book useful Before you get started with this Unity engine book you'll need a solid understanding of Unity's functionality and experience with programming in C#

**Unity 2018 Cookbook - Third Edition** Matt Smith, 2018 Develop quality game components and solve common gameplay problems with various game design patterns Key Features Become proficient at traditional 2D and 3D game development Build amazing interactive interfaces with Unity's UI system Develop professional games with realistic animation and graphics materials and cameras and AI with Unity 2018 Book Description With the help of the Unity 2018 Cookbook you'll discover how to make the most of the UI system and understand how to animate both 2D and 3D characters and game scene objects using Unity's Mecanim animation toolsets Once you've got to grips with the basics you will familiarize yourself with shaders and Shader Graphs followed by understanding the animation features to enhance your skills in building fantastic games In addition to this you will discover AI and navigation techniques for nonplayer character control and later explore Unity 2018's newly added features to improve your 2D and 3D game development skills This book provides many Unity C# gameplay scripting techniques By the end of this book you'll have gained comprehensive knowledge in game development with Unity 2018 What you will learn Get creative with Unity's shaders and learn to build your own shaders with the new Shader Graph tool Create a text and image character dialog with the free Fungus Unity plugin Explore new features integrated into Unity 2018 including TextMesh Pro and ProBuilder Master Unity audio including ducking reverbing and matching pitch to animation speeds Work with the new Cinemachine and timeline to intelligently control camera movements Improve ambiance through the use of lights and effects including reflection and light probes Create stylish user interfaces with the UI system including power bars and clock displays Who this book is for Unity 2018 Cookbook is for you if you want to explore a wide range of Unity scripting and multimedia features and find ready to use solutions for many game features This book also helps programmers explore multimedia features It is assumed that you already know basics of Unity and have some programming knowledge of C# Downloading the example code for this book You can download the example code files for all Packt books you have purchased from your account at <http://www.PacktPub.com> If you purchased this book elsewhere you can visit <http://www.PacktPub.com> support and register to have the files emailed directly to you

*Unity 2018 Cookbook* Matt Smith, 2018-08-31 Develop quality game components and solve common gameplay problems with various game design patterns Key Features Become proficient at traditional 2D and 3D game development Build amazing interactive interfaces with Unity's UI system Develop professional games with realistic animation and graphics

materials and cameras and AI with Unity 2018 Book Description With the help of the Unity 2018 Cookbook you ll discover how to make the most of the UI system and understand how to animate both 2D and 3D characters and game scene objects using Unity s Mecanim animation toolsets Once you ve got to grips with the basics you will familiarize yourself with shaders and Shader Graphs followed by understanding the animation features to enhance your skills in building fantastic games In addition to this you will discover AI and navigation techniques for nonplayer character control and later explore Unity 2018 s newly added features to improve your 2D and 3D game development skills This book provides many Unity C gameplay scripting techniques By the end of this book you ll have gained comprehensive knowledge in game development with Unity 2018 What you will learn Get creative with Unity s shaders and learn to build your own shaders with the new Shader Graph tool Create a text and image character dialog with the free Fungus Unity plugin Explore new features integrated into Unity 2018 including TextMesh Pro and ProBuilder Master Unity audio including ducking reverbing and matching pitch to animation speeds Work with the new Cinemachine and timeline to intelligently control camera movements Improve ambiance through the use of lights and effects including reflection and light probes Create stylish user interfaces with the UI system including power bars and clock displays Who this book is for Unity 2018 Cookbook is for you if you want to explore a wide range of Unity scripting and multimedia features and find ready to use solutions for many game features This book also helps programmers explore multimedia features It is assumed that you already know basics of Unity and have some programming knowledge of C

Unity 5.x Cookbook Matt Smith,Chico Queiroz,2015-10-05 Over 100 recipes exploring the new and exciting features of Unity 5 to spice up your Unity skillset About This Book Built on the solid foundation of the popular Unity 4 x Cookbook the recipes in this edition have been completely updated for Unity 5 Features recipes for both 2D and 3D games Provides you with techniques for the new features of Unity 5 including the new UI system 2D game development new Standard Shaders and the new Audio Mixer Who This Book Is For From beginners to advanced users from artists to coders this book is for you and everyone in your team Programmers can explore multimedia features and multimedia developers can try their hand at scripting Basic knowledge and understanding of the Unity platform game design principles and programming knowledge in C is essential What You Will Learn Immerse players with great audio utilizing Unity 5 s audio features including the new Audio Mixer ambient sound with Reverb Zones dynamic soundtracks with Snapshots and balanced audio via Ducking Create better materials with Unity s new physically based Standard Shader Measure and control time including pausing the game displaying clocks and countdown timers and even implementing bullet time effects Improve ambiance through the use of lights and effects such as reflection and light probes Create stylish user interfaces with the new UI system including power bars clock displays and an extensible inventory system Save and load text and media assets from local or remote sources publish your game via Unity Cloud and communicate with websites and their databases to create online scoreboards Discover advanced techniques including the publisher subscriber and state patterns performance

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