Creating Games With Unity And Maya How To Develop Fun And Marketable 3d Games Author
Adam Watkins Aug 2011 | 03764b8240f3e97f67a0a90b5874d629

Unity in ActionMobile Game Development with Unity2D Game Development with UnityA Beginner’s Guide to Web and Mobile Games with UnityLearning C# by Developing Games with Unity 5. X Second EditionUnity Games by Tutorials Second EditionCriando Jogos Com Unity E MayaBuilding a Game with Unity and BlenderCreating Games With Unity And MayaHolistic Game Development with UnityLearning C# by Developing Games with Unity 2019Game Development with Unity and C# - Build a Santa Run GameLearning C# by Developing Games with Unity 3DHands-On Unity 2021 Game DevelopmentC# Game Programming Cookbook for Unity 3DCreating Games with Unity and MayaSams Teach Yourself Unity Game Development in 24 HoursUnity in ActionGame Development with Unity And Maya - Save the BunnyMountains in the Game 2020 Game DevelopmentUnity 2020 Mobile Game DevelopmentUnity 4 FundamentalsUnity Game ProgrammingUnity From Zero to Proficiency (Foundations)The Ultimate Guide to 2D games with UnityCreating E-Learning Games with UnityLearning C# by Developing Games with Unity 2020Learning 2D Game Development with UnityLearning C# by Developing Games with Unity 5.xMastering Android Game Development with UnityUnity 3.x Game Development EssentialsGame Development with UnityCreating Games with Unity, Substance Painter, & MayaDeveloping 2D Games with UnityCreating Games with Unity, Substance Painter, & MayaNo-Code Video Game Development Using Unity and PlaymakerBeginning 3D Game Development with UnityMobile Game Development with Unity, the world’s leading real-time engine, is used to create half of the world’s games. This book will teach programming newcomers the C# language in a fun and accessible way through game development. No prior programming or game development experience is required, only a curious mind.

2D Game Development with Unity This book uses the learning-by-example approach. It takes simple examples from games to introduce all the 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.

A Beginner’s Guide to Web and Mobile Games with Unity Build immersive game experiences using the new Unity 2020 features with this practical guide Key Features Unleash the capabilities of C# scripting for creating immersive UI, graphics, Game AI agents and much more! Explore Unity’s latest tools, including Universal Render Pipeline, Shader Graph, and VFX graph, to enhance graphics and animation Get started with building augmented reality experience using Unity’s AR Foundation Book Description Over the years, the Unity game engine has extended its scope from just being about creating video games to building AR/VR experiences, complex simulations, real-time realistic rendering, films, and serious games for training and education. Its features for implementing gameplay, graphics, and customization using C# programming make Unity a comprehensive platform for developing professional-level, rich experiences. With this book, you’ll be able to build impressive Unity projects in a step-by-step manner and apply your knowledge of Unity concepts to create a real-world game. Complete with hands-on tutorials and projects, this easy-to-follow guide will show you how to develop your first complete game using a variety of Unity tools. As you make progress, you’ll learn how to make the most of the Unity Editor and create scripts using the C# programming language. This Unity game development book will then take you through integrating graphics, sound, and animations and manipulating physics to create impressive mechanics for your games. You’ll also learn how to code a simple AI agent to challenge the user and use profiling tools to ensure that the code runs in a performant way. Finally, you’ll get to grips with Unity’s AR Foundation for creating AR experiences for 3D apps and games. By the end of this book, you’ll have developed a complete game and will have built a solid foundation using Unity’s tooling ecosystem to develop game projects of any scale. What you will learn Write scripts for customizing various aspects of a game, such as physics, gameplay, and UI Program rich shaders and effects using Unity’s new Shader Graph and Universal Render Pipeline Implement postprocessing to increase graphics quality with full-screen effects Create rich particle systems for your Unity games from scratch using VFX Graph and Shuriken Add animations to your game using the Animator, Cinemachine, and Timeline Implement game artificial intelligence (AI) to control character behavior Detect and fix optimization issues using profilers and batching Who this book is for This book is for game developers looking to migrate to the Unity game engine. If you are a developer with some exposure to Unity, this book will help you explore its latest features. Prior experience with C# programming is required to get the most out of the book.

Learning C# by Developing Games with Unity 5. X Second Edition Este livro propõe a oferecer soluções de ponta a ponta para o desenvolvimento de jogos no Unity com Maya. Busca conduzir o leitor, passo a passo, pelo processo de desenvolvimento de um jogo a partir do zero, incluindo codificação, arte, produção e implantação. O objetivo deste livro não é recriar jogos, mas equipar o leitor com as habilidades e ferramentas para criar seu próprio jogo.

Unity Games by Tutorials Second Edition 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.

Criando Jogos Com Unity E Maya This second edition of C# Game Programming Cookbook for Unity 3D expands upon the first with more details and techniques. With a fresh array of chapters, updated C# code and examples, Jeff W. Murray’s book will help the reader understand structured game development in Unity unlike ever before. New to this edition is a step-by-step tutorial for building a 3D infinite runner game from the framework and scripts included in the book. The book contains a flexible and reusable framework in C# suitable for all game types. From game state handling to audio mixers to asynchronous scene loading, the focus of this book is building a reusable structure to take care of many of the most used systems. Improve your game’s sound in a dedicated audio chapter covering topics such as audio mixers,
fading, and audio docking effects, or dissect a fully featured racing game with car physics, lap counting, artificial intelligence steering behaviors, and game management. Use this book to guide your way through all the required code and framework to build a multi-level arena blaster game. Features Focuses on programming, structure, and an industry-level, C#-based framework Extensive breakdowns of all the important classes and methods with lots of breakpoints and break down common and advanced tasks, inheritance, abstract, and scriptable objects. Three fully playable example games with source code: a 2D infinite runner, an arena blaster, and an isometric racing game The script library includes a base Game Manager, timed and proximity spawning, save profile manager, weapons control, artificial intelligence controllers (path following, target chasing and line-of-sight patrolling behaviors), user interface Canvas management and fading, car physics controllers, and more. Code and screenshots have been updated with the latest versions of Unity. These updates will help illustrate how to create 2D games and 3D games based on the most up-to-date methods and techniques. Experienced C# programmers will discover ways to structure Unity projects for reusability and scalability. The concepts offered within the book are instrumental to mastering C# and Unity. In his game career spanning more than 20 years, Jeff W. Murray has worked with some of the world’s largest brands as a Game Designer, Programmer, and Director. A Unity user for over 14 years, he now works as a consultant and freelancer between developing his own VR games and experiments with Unity.

Building a Game with Unity and Blender Do you want to build mobile games, but lack game development experience? No problem. This practical guide shows you how to create beautiful, interactive content for iOS and Android platforms with the Unity game engine. Authors Jon Manning and Paris Buttfield-Addison provide a top-to-bottom guide to the Unity game engine, with a focus on practical use cases within the Unity game engine. This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the basic scripting skills you’ll need with Unity. It goes on to show how you, as an independent game artist, can create classic interactive adventure games in the style of Telltale’s Tales of Monkey Island, while also giving you a firm foundation in game logic and design. The first part of the book explains the logic involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand. The second part, you’ll build the foundations of a point-and-click style first-person adventure game—including reusable state management scripts, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and mini-map. With the help of the provided 2D and 3D content, you’ll learn to evaluate and deal with challenges in bite-sized pieces as the project progresses, gaining valuable problem-solving skills in interactive design. By the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also have an assortment of reusable scripts and art assets with which to build future games.

Holistic Game Development with Unity Learn Unity game development & C# scripting. Build games with Unity and use 2018 & C# to build 2D games About This Video This course has been specifically designed for people with a basic understanding of C# 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 Unity. Solidify your understanding by building a side-scrolling action game Create a 3D space combat simulator with projectile shooting and respawning objects, and learn how to manage the appearance of 3D models Dive into Unity’s advanced features, such as precomputed lighting, shading, customizing the editor, and deployment

Creating Games With Unity and Maya Beginning 3D Game Development with Unity is perfect for those who would like to come to grips with programming Unity. You may be an artist who has learned 3D tools such as 3ds Max, Maya, or Cinema 4D, or you may come from 2D tools such as Photoshop and Illustrator. On the other hand, you may just want to familiarize yourself with programming games and the latest ideas in game production. This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the basic scripting skills you’ll need with Unity. It goes on to show how you, as an independent game artist, can create classic interactive adventure games in the style of Telltale’s Tales of Monkey Island, while also giving you a firm foundation in game logic and design. The first part of the book explains the logic involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand. The second part, you’ll build the foundations of a point-and-click style first-person adventure game—including reusable state management scripts, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and mini-map. With the help of the provided 2D and 3D content, you’ll learn to evaluate and deal with challenges in bite-sized pieces as the project progresses, gaining valuable problem-solving skills in interactive design. By the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also have an assortment of reusable scripts and art assets with which to build future games.

Learning C# by Developing Games with Unity 2019 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 scenes 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 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 approaches, Blender and Unity stand out from the crowd as a powerful combination that allows small-no to budget indie developers or hobbyists alike to develop games that they have always dreamed 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
Game Development with Unity and C# - Build a Santa Run Game

Develop your first interactive 2D platformer game by learning the fundamentals of C# and the basics of Unity. This book provides step-by-step guidance on how to use Unity to create a game that you can share with others.

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.

Game Development with Unity and C# - Build a Santa Run Game

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Learning C# by Developing Games with Unity 2021 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 moves on to creating and animating solutions to create assets. 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 the Assistant Professor of 3D Animation & Game Design at the University of the Incarnate Word in San Antonio, Texas. Jingtian Li has a 2-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. Kassandra 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.

Game Development Patterns with Unity 2021 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 Unity and the C# 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 projects you wish. 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.

Building an FPS Game with Unity 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.

Hands-On Unity 2020 Game Development 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 - all with 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 2020 Mobile Game Development Unity brings you 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 for competitive game makers where agility is expected, yet until now practical tutorials were nearly impossible to find. Creating Games with Unity and Maya gives you 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 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.

Unity 4 Fundamentals 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 you with a passion for making great games.

Unity Game Programming 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 learn from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of The Art of Game Design Purchase of the print book includes a free eBook in PDF, Kindle, and ePUB formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C# programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the Book Unity in Action, Second Edition teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platforms 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

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interative media development. Table of Contents PART 1 - First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 - Getting comfortable Building a Memory game using Unity’s 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third-person 3D game: player movement and animation Adding interactive devices and items within the game PART 3 - Strong finish Connecting your game to the internet Playing audio: sound effects and music Putting the parts together into a complete game Deploying your game to players’ devices

Unity From Zero to Proficiency (Foundations) 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 UPS 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 previous experience to learn Unity at an accelerated pace. What You Will Learn Use UPS to build custom weapons with custom animations 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 UPS 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. 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.

The Ultimate Guide to 2D games with Unity 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 too 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 finishing 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 resources, enemies, and colliders. - Create custom weapons. - Create an update a user interface. - Create and save the content of your game. The content of each chapter includes the following: - 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 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

Creating E-Learning Games with Unity In this book, you will get started with exporting a simple infinite runner to the web and the Android. The book provides an introduction to how to export and share your game with friends on the Web and on Android Play. It provides step-by-step instructions and explains how to easily share a simple game with your friends so that they can play it on your site or an Android device including game-changing touches, exporting the game to a web page, signing your app, and much more. After completing this book, you will be able to:

• Create an infinite runner, implement interesting game mechanics (i.e., generate objects randomly, or jump over objects), complete and export the game from start to finish, test your game on a mobile device, and publish your game and share it with friends. If you would like to start publishing your game to the web or Android Play, but do not know how, then this book should be very helpful. This is a perfect introduction to 2D Android game publishing and it will provide you with solid foundations to understand the process of creating a simple infinite runner and exporting it to the web or Android Play.

Learning C# by Developing Games with Unity 2020 Newly Edited and Updated Version (Fourth Edition) for Unity 2019. Get started with Unity and game programming fast without the headaches Unity is a great software to create video games; however, it includes so many options and features that getting started can feel overwhelming. Without my book, most people spend too long trying to learn how to use Unity the hard way. This book is the only one that will get you to learn Unity fast without wasting so much time. This book is the first book in the series "Unity from Zero to Proficiency" where you will learn to code fast and be able to create your own video games with Unity in no time. What you will learn - After completing this book, you will be able to: - Know and master the features that you need to create 2D and 3D environments for your game. - Quickly create (and navigate through) realistic 2D indoors and outdoors environments. - Create a 3D maze with lights, walls, and textures. - Use ProBuilder to create a house. - Create an island with trees, sandy beaches, mountains, and water. - Include and control a car and a plane. - Create a 2D platform game (with no scripting needed). - Export your games to the web. Who this book is for: - Hobbyists who need a book that gets them started with Unity and game development easily. - Parents looking for a book that introduces their children to game programming painlessly. - Teachers looking for a complete and clear resource on programming through the creation of games. - Aspiring indie game developers. How this book is different This is the only book that you need to get started with Unity fast and to enjoy the journey without the frustration. This book includes six chapters that painlessly guide you through the necessary skills to master Unity's Interface, use its core features, and create and navigate through realistic 2D and 3D environments. It assumes no prior knowledge on your part and ensures that you have all the information and explanations that you need every step of the way. What this book offers This book includes all the features that you need to get started with Unity and game development: Learn without the headaches: This book assumes that you can't be expected to learn everything at once; this is why you will build all your skills incrementally. In addition, if you are more of a visual learner, you will gain access to a FREE video training that covers all the topics and features introduced in the book so that you can see how it is done. Make your dream of creating your own games come true: This book ensures that you stay motivated by giving you the right amount of information and challenge in each chapter; we all know that it's hard to keep motivated when learning a new skill, so this book always contextualizes the learning with an example (so that you feel it's relevant), and also makes sure that you get to challenge yourself, if you need to, with optional challenges present at the end of each chapter. Progress and feel confident in your skills: You will have the opportunity to learn and to use Unity at your own pace and to become
comfortable with its interface. This is because every single new concept introduced will be explained in great detail so that you never feel lost. All the concepts are introduced progressively so that you don’t feel overwhelmed. Create your own games and feel awesome: With this book, you will build your own 2D and 3D environments and you will spend more time creating than reading, to ensure that you can apply the concepts covered in each section. All chapters include step-by-step instructions with examples that you can use straight-away. If you want to get started with Unity today, then buy this book now.

Learning 2D Game Development with Unity 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 make that game you’ve always dreamed of creating. Developing 2D games has never been more rewarding. Don’t wait—start building your first game today. With the great new Tilemap feature. Build a working 2D platformer game as you learn. Construct a flexible and extensible game architecture using Unity-specific tools like Scriptable Objects, Cinemachine, and Prefabs. Take advantage of the streamlined 2D workflow provided by the Unity Engine. Develop a desktop | Desktop Game Development with Unity - Freeading 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.

Learning C# by Developing Games with Unity 5.x 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 learning the fundamentals of C# scripting to develop GameObjects and master the basics of the new UI system in UnityWho This Book Is ForThe book is targeted at beginner level Unity developers with no programming experience. If you are a Unity developer and you wish to learn how to write C# scripts and code by creating games, then this book is for you. What You Will Learn- Understand the fundamentals of variables, methods, and code syntax in C#- Get to know about techniques to turn your game idea into working project. Use loops and collections efficiently in Unity to reduce the amount of code- Develop a game using the object-oriented programming principles- Generate infinite levels for your game- Create and code a good-looking functional UI system for your game- Publish and share your game with usersUnity 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 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 develop the GameManager class to manage the game play loop, generate game levels, and develop a simple UI for the game. By the end of this book, you will have mastered the art of applying C# in Unity. Style and approachThis is a step-by-step guide to developing a game from scratch by applying the fundamentals of C# and Unity scripting. Mastering Android Game Development with Unity: Unity has established itself as a powerful mobile engine that want to learn how to create them but have no idea where to begin, this book is for you. It takes a step-by-step approach to build an endless runner game using Unity, along with covering examples on how to create a game that is uniquely your own.

Unity 3.x Game Development Essentials 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 first-person game from 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 the 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. Kassandra 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. Game Development with Unity 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.

Creating Games with Unity, Substance Painter, & Maya 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 toolkit from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of The Art of Game Design Purchase of the print book includes a free eBook in PDF. Added in other book 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 complex scenes and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platforms with Unity’s expanded 2D toolkit. What’s Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed. About the Author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 - First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 - Getting comfortable Building a Memory game using Unity’s 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third-person 3D game: player movement and animation Adding interactive devices and items within the game PART 3 - Strong finish Connecting your game to the internet Playing audio: sound effects and music Putting the parts together into a complete game Deploying your game to players’ devices Developing 2D Games with Unity Get ahead of the game with Unity 4. The Unity engine is the tool of choice for many indie and AAA game developers. Unity 4 Fundamentals gives readers a head start on the road to game development by offering beginners a comprehensive, step-by-step introduction to the latest Unity 4 engine. The author takes a theory-to-practice approach to demonstrate what Unity 4 has to offer which includes: Asset management tools Real-time lighting and lightingmapping Particle systems Navigation and pathfinding Creating Games with Unity, Substance Painter, & Maya Create enthralling Android games with Unity Faster Than Ever Before About This Book Development complex Android games with the help of Unity’s advanced features such as artificial intelligence, high-end physics, and GUI transformations. Create amazing Graphical User Interfaces (GUIs) with Unity’s new gUG system Unravel and deploy exciting games across Android devices Who This Book Is For If you are a Unity 5 developer and want to expand your knowledge of Unity 5 to create high-end complex Android games, then this book is for you. Readers are expected to have a basic understanding of Unity 5, working with its environment, and its basic concepts. What You Will Learn Develop your own Jetpack Joyride clone game Explore the advanced features of Unity 5 by building your own Action Fighting game Develop remarkable Graphical User Interfaces (GUIs) with Unity’s new gUG system Enhance your game by adding stunning particle systems and complex animations Build pleasing virtual worlds with special effects, lights, sky cube maps, and cameras Make your game more realistic by providing music and sound effects Debug and deploy your games on different Android devices In Detail Game engines such as Unity are the power-tools behind the games we know and love. Unity is one of the most widely-used and loved packages for game development and is used by everyone, from hobbyists to large studios, to create games and interactive experiences for the Web, desktop, mobile, and console. With Unity’s intuitive, easy-to-learn toolset and this book, it’s never been easier to become a game developer. You will begin with a brief history of Android games, the building blocks of Android games in Unity 5, and the basic flow of games. You will configure an empty project for the Jetpack Joyride Clone Game, add an environment and characters, and control them. Next you will walk through topics such as particle systems, camera management, physics, animations, triggers, collisions, and basic GUI systems. You will then cover the basic setup for 3D action fighting games, importing models, textures and creating a game with a virtual on-screen joystick. Later you will set up Scene for 3D Configuration, create basic gameplay, and manage input controls. Next you will learn to create the interface for the main menu, gameplay, game over, achievements, and high score screens. Finally you will polish your game with stats, sounds, and Social Networking, followed by testing your game on Android devices and then publishing it on Google Play, Amazon, and OUYA Stores. Style and approach A step-by-step and detailed guide to developing high-end complex Android games utilizing the advanced concepts of Unity. No-Code Video Game Development Using Unity and Playmaker The Unity Engine Tutorial for Any Game Creator Unity is now the world’s #1 game engine, thanks to its affordability, continuous improvements, and amazing global community. With Unity, you can design, code, and author your game once, and then deploy it to multiple platforms, reaching huge audiences and earning maximum returns. Learning 2D Game Development with Unity® will help you master Unity and build powerful skills for success in today’s game industry. It also includes a bonus rundown of the new GUI tools introduced in Unity’s version 4.6 beta. With this indispensable guide, you’ll gain a solid, practical understanding of the Unity engine as you build a complete, 2D platform-style game, hands-on. The step-by-step project will get you started fast, whether you’re moving to Unity from other engines or are new to game development. This tutorial covers the entire development process, from initial concept, plans, and designs to the final steps of building and deploying your game. It illuminates Unity’s newly integrated 2D toolkit, covering sprites, 2D physics, game scripts, audio, and animations. Throughout, it focuses on the simplest and lowest-cost approaches to game development, relying on free software and assets. Everything you’ll need is provided. Register your book at informit.com/title/9780321957726 to access assets, code listings, and video tutorials on the companion website. Learn How To Set up your Unity development environment and navigate its tools Create and import assets and packages you can add to your game Set up game sprites and create atlas sheets using the new Unity 2D tools Animate sprites using keyframes, animation controllers, and scripting Build a 2D game world from beginning to end Establish player control Construct movements that “feel right” Set up player physics and colliders Create and apply classic gameplay systems Implement hazards and tune difficulty Apply audio and particle effects to the game Create intuitive game menus and interface elements Debug code and provide smooth error handling Organize game resources and optimize game performance Publish your game to the web for others to see and play. Beginning 3D Game Development with Unity Create interactive 3D worlds and bring your stories to life. Get started with the basics, learn the core concepts, and move on to use the full power of Unity’s 3D engine. What’s Inside Celebrate your creativity and the endless possibilities of 3D Create a steady story, and make your game a success with Unity’s creation tools Design 3D worlds and landscapes in Unity’s built-in 3D world editors Create realistic environments and characters Write 3D physics and animation scripts Using andmanipulating 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 a simple physics based rolling ball game.Who is this book 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 suite 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 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 are developed in Unity in two halves; the first half -within the Unity editor, and the second half -using code, specifically C#. Unity is bundled with MonoDevelop Visual Studio 2015 Community for writing C#.