

Unity 2d Game Development Cookbook

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Buy Unity 2018 Cookbook: Over 160 recipes to take your 2D and 3D game development to the next level, 3rd Edition 3rd Revised edition by Smith, Matt (ISBN: 9781788471909) from Amazon's Book Store.

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Book description Discover how to use the Unity game engine to its full potential for both 3D and 2D game development—from the basics of scripting to useful tricks in gameplay, behavior, and animation. With this problem-solving cookbook, you'll get started in two ways:

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Unity Game Development Cookbook [Book]

Discover how to use the Unity game engine to its full potential for both 3D and 2D game development—from the basics of scripting to useful tricks in gameplay, behavior, and animation. With this problem-solving cookbook, you'll get started in two ways: First, you'll learn about the Unity game engine through brief recipes that teach specific features of the software and scripting systems ...

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Unity Game Development Cookbook is ideal for beginning to intermediate Unity developers. Beginners will get a broad immersion into the Unity development environment, while intermediate developers will learn how to apply the foundational Unity skills they have to solve real game development problems.

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With this problem-solving cookbook, you'll get started in two ways: First, you'll learn about the Unity game engine through brief recipes that teach specific features of the software and scripting systems. Second, you'll apply a collection of snippets to address common gameplay scenarios, such as properly keeping score.

Unity Game Development Cookbook Essentials for Every Game ...

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serve the purpose of exploring problematic concepts in Unity for 2D game development, offering over 50 recipes that are easy to understand and to implement, thanks to the step-by-step explanations and the custom assets provided. The practical recipes provided in the book show clearly and ...

Unity 2D Game Development Cookbook: Scolastici, Claudio ...

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Unity is a powerful game development engine that provides rich functionalities to create 2D and 3D games. Unity 2D Game Development Cookbook is a practical guide to creating games with Unity. The book aims to serve the purpose of exploring problematic concepts in Unity for 2D game development, offering over 50 recipes that are easy to understand and to implement, thanks to the step-by-step ...

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Completely re-written to cover the new features of Unity 5, this book is a great resource for all Unity game developers, from those who have recently started using Unity right up to game development experts. The first half of the book focuses on core concepts of 2D game design while the second half focuses on developing 3D game development skills.

Unity 5.x Cookbook - Packt

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Unity 2D Game Development Cookbook eBook: Scolastici ...

Developing 2D Games with Unity is a walkthrough of the Unity Engine. This guide teaches you many important 2D-centric lessons. You learn scripting, animations and working with image assets. Furthermore, it also includes cameras, state management, and collision detection as well.

The 4 best Unity Books in 2020 - Programming Books

Unity 2D Game Development Cookbook. Contents ;

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Bookmarks Importing 3D Models and Animations. Importing 3D Models and Animations. Introduction. Setting up a scene in Maya . Using groups to rotate FBX files. Exporting FBX files from Maya. Configuring imported FBX files in Unity. Exporting animations. Configuring imported animations in Unity Inspector. 2D Assets for Unity. 2D Assets for Unity ...

This book is intended for both professionals game developers and hobbist who are interested in making games with Unity. Users are expected to have knowledge of basics / fundamentals of unity 2D game development and should have a working knowledge of C#.

Find out how to use the Unity Game Engine to its fullest for both 3D and 2D game development—from the basics to the hottest new tricks in virtual reality. With this unique cookbook, you'll get started in two ways: First, you'll learn about the Unity game engine by following very brief exercises that teach specific features of the software Second, this tutorial-oriented guide provides a collection of snippets that solve common gameplay problems, like determining if a player has completed a lap in a race Using our cookbook format, we pinpoint the problem, set out the solution, and discuss how to solve your problem in the best and most straightforward way possible so you can move onto the next step in the project. Unity Game Development Cookbook is ideal for beginning to intermediate Unity developers. Beginners will get a broad immersion into the Unity development

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environment, while intermediate developers will learn how to apply the foundational Unity skills they have to solve real game development problems.

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

If you have C# knowledge but now want to become truly confident in creating fully functional 2D RPG games with Unity, then this book will show you everything you need to know.

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

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game-architectural patterns, and how to customize Unity to suit your needs, all in the context of building a working 2D game. While many books focus on 3D game creation with Unity, the easiest market for an independent developer to thrive in is 2D games. 2D games are generally cheaper to produce, more feasible for small teams, and more likely to be completed. If you live and breathe games and want to create them then 2D games are a great place to start. By focusing exclusively on 2D games and Unity's ever-expanding 2D workflow, this book gives aspiring independent game developers the tools they need to thrive. Various real-world examples of independent games are used to teach fundamental concepts of developing 2D games in Unity, using the very latest tools in Unity's updated 2D workflow. New all-digital channels for distribution, such as Nintendo eShop, Xbox Live Marketplace, the Playstation Store, the App Store, Google Play, itch.io, Steam, and GOG.com have made it easier than ever to discover, buy, and sell games. The golden age of independent gaming is upon us, and there has never been a better time to get creative, roll up your sleeves, and build that game you've always dreamed about. Developing 2D Games with Unity can show you the way. What You'll Learn Delve deeply into useful 2D topics, such as sprites, tile slicing, and the brand new Tilemap feature. Build a working 2D RPG-style game as you learn. Construct a flexible and extensible game architecture using Unity-specific tools like Scriptable Objects, Cinemachine, and Prefabs. Take advantage of the streamlined 2D workflow provided by the Unity environment. Deploy games to desktop Who This Book Is For Hobbyists with some knowledge of

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programming, as well as seasoned programmers interested in learning to make games independent of a major studio.

This second edition of C# Game Programming Cookbook for Unity 3D expounds 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 2D 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 ducking 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 Example projects illustrate and break down common and important Unity C# programming concepts, such as coroutines, singletons, static variables, inheritance, and scriptable objects. Three fully playable example games with source code: a 2D infinite runner, an

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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.

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

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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 bottleneck identification, and methods to maximize game performance and frame rates Control 2D and 3D character movement, and use NavMeshAgents to write NPC and enemy behaviors such as seek, flee, flock, and waypoint path following In Detail Unity 5 is a flexible and intuitive multiplatform game engine that is becoming the industry's de facto standard. Learn to craft your own 2D and 3D computer games by working through core concepts such as animation, audio, shaders, GUI, lights, cameras, and scripting to create your own games with Unity 5. Completely re-written to cover

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the new features of Unity 5, this book is a great resource for all Unity game developers, from those who have recently started using Unity right up to Unity professionals. The first half of the book focuses on core concepts of 2D game design while the second half focuses on developing 3D game development skills. In the first half, you will discover the new GUI system, the new Audio Mixer, external files, and animating 2D characters in 2D game development. As you progress further, you will familiarize yourself with the new Standard Shaders, the Mecanim system, Cameras, and the new Lighting features to hone your skills towards building 3D games to perfection. Finally, you will learn non-player character control and explore Unity 5's extra features to enhance your 3D game development skills. Style and approach Each chapter first introduces the topic area and explains how the techniques covered can enhance your games. Every recipe provides step-by-step instructions, followed by an explanation of how it all works, and useful additional refinements or alternative approaches. Every required resource and C# script (fully commented) is available to download, enabling you to follow each recipe yourself.

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

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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#.

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Build a tower defense game and earn delectable C# treats by baking cupcakes and fighting fearsome sweet-toothed pandas About This Book Build a complete and exciting 2D Tower Defense game from scratch. Understand and learn to perform each phase of the game development pipeline Homework and exercises to improve your skills and take them to the next level Who This Book Is For If you are looking forward to get started with 2D game development, either if you are a newcomer to this world, or you came from 3D games or other game engines, this book is for you. Although there are many references to other resources throughout the book, it is assumed that you have a general understanding of C# and its syntax and structure. What You Will Learn Import and set up assets for 2D game development Design and implement dynamic and responsive User Interfaces Create and handle complex animation systems Unlock all the potentiality of the physics engine Implement Artificial Intelligence algorithms to give intelligence to your NPCs Script gameplay and overall bring your ideas to life In Detail Want to get started in the world of 2D game development with Unity? This book will take your hand and guide you through this amazing journey to let you know exactly what you need to build the games you want to build, without sacrificing quality. You will build a solid understanding of Unity 5.x, by focusing with the embedded tools to develop 2D games. In learning about these, along with accurate explanations and practical examples, you will design, develop, learn how to market and publish a delectable Tower Defense game about cupcakes versus pandas. Each chapter in this book is structured

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to give you a full understanding on a specific aspect of the workflow pipeline. Each of these aspects are essential for developing games in Unity. In a step-by-step approach, you will learn about each of the following phases: Game Design, Asset Importing, Scripting, User Interfaces, Animations, Physics, Artificial Intelligence, Gameplay Programming, Polishing and Improving, Marketing, Publishing and much more. This book provides you with exercises and homework at the end of each chapter so that you can level up your skills as a Unity game developer. In addition, each of these parts are centered on a common point of discussion with other learners just like you. Therefore, by sharing your ideas with other people you will not only develop your skills but you will also build a network. Style and approach This is a fun step-by-step approach in the whole pipeline of 2D game development in Unity, which is explained in a conversational and easy-to-follow style. Each topic is explained sequentially, allowing you to experience both basics and advanced features of Unity. By doing this, the book is able to provide you with a solid grasp on each of the topics. In this way, by engaging with the book's content, exploring the additional references to further readings and completing the homework sections, you are able to challenge yourself and apply what you know in a variety of ways. Once you have finished reading this book, you will be well on your way to developing games from start to finish!

The art of programming mechanics -- Real world mechanics -- Animation mechanics -- Game rules and mechanics -- Character mechanics -- Player

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mecahnics -- Environmental mechanics -- Mechanics for external forces.

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