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Titolo	Beginning Swift Games Development for iOS [[electronic resource]] : Develop 2D and 3D games Using Apple's SceneKit and SpriteKit // by James Goodwill, Wesley Matlock
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Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	PART I INTRODUCTION TO SPRITEKIT -- 1. Setting up Your First Game Scene and Adding Your First Sprites -- 2. SpriteKit Scenes and SKNode Positioning -- 3. Adding Physics and Collision Detection to Your Game -- 4. Adding Scene Scrolling and Game Control -- 5. Adding Actions and Animations -- 6. Adding Particle Effects to Your Game with Emitter Nodes -- 7. Adding Points and Sound -- 8. Transitioning Between Scenes -- 9. SpriteKit Best Practices -- PART II INTRODUCTION TO SCENEKIT -- 10. Creating Your First SceneKit Project -- 11. Scenes and Nodes -- 12. Lighting, Camera, and Material Effects in SceneKit -- 13. Render Loop, Physics and Moving Around -- 14. Collision Detection -- 15. SceneKit Integration with SpriteKit -- 16. SceneKit Editor.
Sommario/riassunto	Game apps are one of the most popular categories in the Apple iTunes App Store. In response, James Goodwill, Wesley Matlock and Apress introduce you to the update of this best selling book, Beginning Swift Games Development for iOS, Second Edition. In this book, you'll learn the fundamental elements of the new Swift 3 programming language as applied to game development for new iOS 10. What you'll learn Discover what's in the new Swift 3 programming language Apply Swift 3 to iOS 10 and 9 game development Build a 2D game app using SpriteKit

and Swift Build a 3D game from 2D using SceneKit and Swift.
