

1. Record Nr.	UNINA9910300473403321
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Titolo	Unity for Absolute Beginners / / by Sue Blackman, Jenny Wang
Pubbl/distr/stampa	Berkeley, CA : , : Apress : , : Imprint : Apress, , 2014
ISBN	9781430267782 143026778X
Edizione	[1st ed. 2014.]
Descrizione fisica	1 online resource (598 p.)
Collana	Technology in Action
Disciplina	005.3
Soggetti	Computer games—Programming Multimedia systems Game Development Media Design Multimedia Information Systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di contenuto	Contents at a Glance; Introduction; Chapter 1: The Unity Editor; Installing Unity; Unity User Account; Installing; General Layout; Menus; Getting Started; Navigating the Scene View; Understanding the Scene Gizmo; Exploring the Views; Hierarchy View; Scene View; Game View; Project View; The Inspector; Layout; Project Structure; File Structure; Project Management; Load/Save; Summary; Chapter 2: Unity Basics; Unity GameObjects; Creating Primitives; Transforms; Duplicating GameObjects; Arranging GameObjects; Parenting; Components; Mesh Renderer; Colliders; Mesh Filter; Creating Environments Designing SmartCreating Terrain; Defining the Bounds; Adding Textures; Populating the Terrain; Trees; Plants; Terrain Plants and Wind; Terrain Bloopers; Environment; Shadows; Summary; Chapter 3: Scene Navigation and Physics; Scene Navigation; First Person Controller; Virtual Keys: The InputManager; Components; The Character Controller Component; The Character Motor Component; Colliders; Physics; Rigidbody; Physic Materials; The Is Kinematic Parameter; Forces; Joints; Wind; Cloth; Interacting with the First Person Controller; First Build; Summary; Chapter 4: Importing Static Assets Supported Formats3D Assets; Textures; Audio; The Importer; Importing

Assets into Your Project; Importing Textures; Importing Meshes; Scale Factor; Asset Optimization; Batching Textures and Objects; Vertex Count; Adding Colliders to Imported Meshes; Improving Generated Materials; Shaders; The Plants; Creating Prefabs; Unity's Asset Store; The Asset Acquisition Process; Summary; Chapter 5: Introduction to Scripting with C#; Scripting for Unity; The Script Editor; Writing Scripts; Introducing Variables; Defining Variable Types; Exposing Variables to the Inspector; The Console and Error Messages
Introducing Unity-Specific VariablesAccessing Unity's Scripting Reference; Creating Comments; Exploring Functions; Introducing the Start Function; Adding Contents to Functions; Using "Print to Console "; The Conditional; Using the Update Function; Making Use of Event-Based Functions; Using Collisions to Call Functions; Using Tags; Creating User-Defined Functions; Summary; Chapter 6: Mecanim and Animation; The Story; Importing Animated Assets; Legacy Animation; Adding Audio; Mecanim; Generic Rigs; The Mecanim State Engine; Humanoids; BlendShapes; Native Animation; Summary
Chapter 7: Populating the Game EnvironmentDesign Strategies; Creating the Environment; Utilizing the Prefabs; Revisiting the Gnomatic Garden Defender; Occlusion Culling; Occluder Logic; Arrays and Looping; Game Functionality; Camera Refinements; Adding the Zombie Bunnies; Investigating Instantiation; Randomization; Coroutines as Timers; Spring Planting; Nested Loops; Parenting; Summary; Chapter 8: Weaponry and Special Effects; Weaponry; Simple Projectiles; Particle Systems; Legacy Particle System; Dead Replacements; Shuriken Particle System; Smoke; Exploding Goo; Trailing Particles
Advanced Weaponry

Sommario/riassunto

Unity for Absolute Beginners walks you through the fundamentals of creating a small third-person shooter game with Unity. Using the free version of Unity to begin your game development career, you'll learn how to import, evaluate and manage your game resources to create awesome third-person shooters. This book assumes that you have little or no experience with game development, scripting, or 3D assets, and that you're eager to start creating games as quickly as possible, while learning Unity in a fun and interactive environment. With Unity for Absolute Beginners you'll become familiar with the Unity editor, key concepts and functionality. You'll learn how to import, evaluate and manage resources. You'll explore C# scripting in Unity, and learn how to use the Unity API. Using the provided art assets, you will learn the fundamentals of good game design and iterative refinement as you take your game from a simple prototype to a quirky, but challenging variation of the ever-popular first-person shooter. As can be expected, there will be plenty of destruction, special effects and mayhem along the way. Unity for Absolute Beginners assumes that you have little or no experience with game development, scripting, or 3D assets, but are eager to get up-to-speed as quickly as possible while learning Unity in a fun and interactive environment.
