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Titolo	Learn Unity3D Programming with UnityScript : Unity's JavaScript for Beginners // by Janine Suvak
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Edizione	[1st ed. 2014.]
Descrizione fisica	1 online resource (411 p.)
Collana	Technology in action
Disciplina	004 005.1/3
Soggetti	Computer games—Programming Multimedia systems Game Development Media Design
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: Getting Started with Unity; What Is UnityScript ?; Prerequisites; Meet Unity; Setting Up the Development Environment; Getting Started with AngryBots; Game View (+2); Hierarchy View (+4); Scene View (+1); Inspector (+3); Project Panel (+5); Console (SHIFT+ +C); Summary; Chapter 2: Game Programming 101; MonoDevelop; Variables and Functions; Conditionals; Boolean Logic and Conditionals; Loops; The for Loop; The while Loop; The do-while Loop; Coordinate Geometry and Vectors; Summary; Chapter 3: Making a Simple Scene New Project, New SceneThe Game Object; Components; The Main Camera; Transform; Camera; Clear Flags; Background; Culling Mask; Projection; Field of View; Clipping Planes; Viewport Rect; Depth; Component Reference; GUILayout; Flare Layer; Audio Listener; Light; Common Light Properties; Color; Intensity; Cookie; Shadow Type (Pro Only); Draw Halo; Flare; Render Mode; Culling Mask; Lightmapping; Other Properties; Range; Spot Angle; The Cube; Transform; Mesh Filter; Box Collider; Mesh Renderer; Material; Prefabs; Summary; Chapter 4: Using Scripts and the GameObject; Scripts as Behavior Components Getting the Game StartedAwake; Start; Update; Scripting in Start; Color;

Frame Rates; Time.deltaTime; Scripting in Update; User Input; Cleaning Up Your Code; Enabling and Disabling Components; Destroying Game Objects; Instantiation; Summary; Chapter 5: Moving the GameObject; Rotate; Editing Properties While Playtesting; Add User Interaction; Translate; Transform.position; Smoothing It Out with Lerp; Mecanim; I'm a Doctor, Not a . . . !; Modeling, Rigging, and Skinning; The Asset Store; Import a Character Model; Create and Configure the Avatar; Import the Animation
Create an Animator ControllerRun Zombie Run; Run Like a Zombie; More Animations; Configure the Animations; Root Motion; OnAnimatorMove; Transitions; Any State; User Input and the Input Manager; Blend Trees; Don't Reinvent the Wheel; Summary; Chapter 6: Starting with Coding Physics; Rigidbodies; Rigidbody Properties; Controlling a Rigidbody with Forces; Colliders; OnCollision; The Other GameObject; Target Practice; Physic Materials; Bounciness; LookAt; Accessing Other Game Objects; Triggers; OnTrigger; Rapid Prototyping; Spawning and Spawn Points; Changing the Character Model; Summary
Chapter 7: Using Advanced Physics ConceptsSetting Up the Obstacle Course; Lowering Platform Obstacle; Joints and the Pendulum Obstacle; Fixed Joint; Hinge Joint; Build the Pendulum Chain; Character Joint; Ragdoll Physics; Kill Zone; Spring Joint; Configurable Joint; Raycasting; Tags; Layers; Character Controller; Summary; Chapter 8: Particle Emitters and Special Effects; The Shuriken Particle System Engine; The Grand Entrance; Puff of Dust; Energy Burst; Particle Effect; Land With Force; Bomb Obstacle; Blizzard Obstacle; Laser Obstacle; Laser Emitter; Laser Beam; Tracer Fire Obstacle
Projectile Prefab

Sommario/riassunto

Learn Unity Programming with UnityScript is your step-by-step guide to learning to make your first Unity games using UnityScript. You will move from point-and-click components to fully customized features. You need no prior programming knowledge or any experience with other design tools such as PhotoShop or Illustrator - you can start from scratch making Unity games with what you'll learn in this book. Through hands-on examples of common game patterns, you'll learn and apply the basics of game logic and design. You will gradually become comfortable with UnityScript syntax, at each point having everything explained to you clearly and concisely. Many beginner programming books refer to documentation that is too technically abstract for a beginner to use - Learn Unity Programming with UnityScript will teach you how to read and utilize those resources to hone your skills, and rapidly increase your knowledge in Unity game development. You'll learn about animation, sound, physics, how to handle user interaction and so much more. Janine Suvak has won awards for her game development and is ready to show you how to start your journey as a game developer. The Unity3D game engine is flexible, cross-platform, and a great place to start your game development adventure, and UnityScript was made for it - so get started game programming with this book today.
