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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; GUILayer; 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;

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.