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Titolo	Unity 3D game development by example [[electronic resource]] : beginner's guide : a seat-of-your-pants manual for building fun, groovy little games quickly // Ryan Henson Creighton
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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewers; Table of Contents; Preface; Chapter 1:That's One Fancy Hammer!; Introducing Unity 3D; Unity takes over the world; Browser-based 3D? Welcome to the future; Time for action - install the Unity Web Player; Welcome to Unity 3D!; What can I build with Unity?; FusionFall; Completely hammered; Should we try to build FusionFall?; Another option; Off-Road Velociraptor Safari; Fewer features, more promise; Maybe we should build Off-Road Velociraptor Safari?; I bent my Wooglie; Big Fun Racing; Diceworks Walk before you can run (or double jump)There's no such thing as ""finished""; Stop! Hammer time; Explore Demo island; The wonders of technology!; The Scene window; The Game window; The Hierarchy; The Project panel; The Inspector; Invade Island Demo as a paratrooper; Layers and layout dropdowns; Playback controls; Scene controls; Don't stop there-live a little!; Summary; Big ambition, tiny games; Chapter 2:

Let's Start with the Sky; That little lightbulb; The siren song of 3D; Features versus content; A game with no features; Mechanic versus skin; Trapped in your own skin

That singular piece of joyOne percent inspiration; Motherload; Heads up!; Artillery Live!; Pong; The mechanic that launched a thousand games; Toy or story; Redefining the sky; Summary; Let's begin; Chapter 3:Game #1: Ticker Taker; Kick up a new Unity project; Where did everything go?; 'Tis volley; Keep the dream alive; Slash and burn!; The many faces of keep-up; Creating the ball and the hitter; Time for action - create the ball; A ball by any other name; Time for action - rename the ball; Origin story; XYZ/RGB; Time for action - move the ball into the ""sky""

Time for action - shrink the ballTime for action - save your Scene; Time for action - add the paddle; What's a Mesh?; Poly wanna crack your game performance?; Keeping yourself in the dark; Time for action - add a light; Time for action - move and rotate the light; Extra credit; Are you a luminary?; Who turned out the lights?; Darkness reigns; Time for action - test your game; Let's get physical; Time for action - add physics to your game; Understanding the gravity of the situation; More bounce to the ounce; Time for action - make the ball bouncy; Summary; Following the script

Chapter 4:Code ComfortWhat is code?; Time for action - write your first Unity Script; A leap of faith; Lick it and stick it; Disappear Me!; It's all Greek to me; You'll never go hungry again; With great sandwich comes great responsibility; Examining the code; Time for action - find the Mesh Renderer component; Time for action - make the ball reappear; Ding!; Time for action - journey to the Unity Script Reference; The Renderer class; What's another word for ""huh""?; It's been fun; Time for action - unstick the Script; Gone, but not forgotten; Why code?; Equip your baby bird

Time for action - create a new MouseFollow Script

Sommario/riassunto

A seat-of-your-pants manual for building fun, groovy little games quickly
