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Titolo	Unity 3.x game development by example [[electronic resource]] : Beginner's guide ; a seat of your pants manual for building fun, groovy little games quickly with Unity 3.x // Ryan Henson Creighton
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Descrizione fisica	1 online resource (408 p.)
Collana	Learn by doing: less theory, more results
Disciplina	794.816693
Soggetti	Computer games - Programming Computer games - Design Computer graphics Three-dimensional display systems Electronic books.
Lingua di pubblicazione	Inglese
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Nota di contenuto	Cover; Copyright; Credits; About the Author; About the Reviewer; www. PacktPub.com; 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; 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 Bootcamp The wonders of technology!; The Scene window; The Game window; The Hierarchy; The Project panel; The Inspector; Heads up?; Layers and layout drop downs; 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 light bulb; 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 joy; One 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 - Creating the ball; A ball by any other name; Time for action - Renaming the ball; Origin story; XYZ/RGB; Time for action - Moving the ball Into the "sky"; Time for action - Shrinking the ball; Time for action - Saving your scene; Time for action - Adding the paddle; What is a mesh?; Poly wanna crack your game performance?

Keeping yourself in the dark Time for action - Adding a light; Time for action - Moving and rotating the light; Extra credit; Are you a luminary?; Who turned out the lights?; Darkness reigns; Time for action - Camera mania; 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 Comfort; What is code?; Time for action - Writing 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 re-appear; 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 - Creating a new MouseFollow script; A capital idea; Animating with code; Time for action - Animating the paddle
Pick a word-(almost) any word

Sommario/riassunto

A seat-of-your-pants manual for building fun, groovy little games quickly with Unity 3.x
