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Titolo	Beginning 3D game development with Unity 4 : all-in-one, multi-platform game development // Sue Blackman
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Descrizione fisica	1 online resource (xxviii, 778 pages) : illustrations (chiefly color)
Collana	Technology in action Beginning 3D game development with Unity 4 Technology in action
Disciplina	004 794.81526
Soggetti	Computer games - Programming Three-dimensional display systems
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	<p> ""Contents at a Glance""; ""Contents""; ""About the Author""; ""About the Technical Reviewer""; ""Acknowledgments""; ""Introduction""; ""Chapter 1: Introduction to Game Development""; ""The Adventure Genre""; ""Text Adventure Games""; ""Graphical Adventure""; ""LucasArts Titles""; ""Fast Forward to Real Time""; ""Modern Successes of the Genre""; ""What Draws People to This Genre?""; ""New Experiences""; ""Suspension of Consequences""; ""Intellectual Stimulus""; ""No Dexterity Required""; ""Visual Interest""; ""Story""; ""Designing Your Game""; ""Defining a Style"" </p> <p> ""Compartmentalizing Environments"" ""First-Person or Third?""; ""Animation""; ""Content""; ""Challenges, Tasks, and Puzzles""; ""What Basic Human Characteristics Make for Fun?""; ""Managing Your Project""; ""Multiple Roles""; ""Choosing the Game Engine""; ""The Requirements""; ""Tips for Completing Your First Game""; ""New to Real Time vs. Pre-render""; ""Terms and Concepts""; ""Summary""; ""Chapter 2: Unity UI Basicsa€?Getting Started""; ""Installing Unity and Starting Up""; ""Loading or Creating a New Project or Scene""; ""The Layout""; ""Scene View""; ""Game Window""; ""Hierarchy View"" </p> <p> ""Project View"" ""Inspector""; ""Toolbar""; ""Menus""; ""File""; ""Edit""; ""Assets""; ""GameObject""; ""Component""; ""Window""; ""Help""; ""Creating Simple Objects""; ""Selecting and Focus ing""; ""Transforming </p>

Objects"; "Snaps"; "Vertex Snaps"; "Scene Gizmo"; "Non-Snap Alignment"; "Lights"; "3D Objects"; "Meshes"; "Sub-Objects of a Mesh"; "Mapping"; "Materials"; "Summary"; "Chapter 3: Scripting: Getting Your Feet Wet"; "What Is a Script?"; "Components of a Script"; "Functions"; "Anatomy of a Function"; "Time.deltaTime"; "Variables"
"Picking an Object in the Game""Printing to the Console"; "Counting Mouse Picks"; "Conditionals and State"; "Deconstructing the Conditional"; "Order of Evaluation"; "Summary"; "Chapter 4: Terrain Generation: Creating a Test Environment"; "Creating Environments"; "Creating a Terrain Object"; "Flythrough Scene Navigation"; "The Terrain Engine"; "Topology"; "Painting Textures"; "Trees"; "Sky"; "Back to the Trees"; "Importing UnityPackages"; "Terrain Extras"; "Creating Your Own Terrain Assets"; "Options"; "Trees"; "Orientation"
"Bend for Detail Meshes""Terrain Settings"; "Shadows"; "Fog"; "Summary"; "Chapter 5: Navigation and Functionality"; "Navigation"; "Arrow Navigation and Input"; "Tweaking the Mouse Look"; "Fun with Platforms"; "Plan Ahead"; "Collision Walls"; "Object Names"; "Your First Build"; "Defining Boundaries"; "Summary"; "Chapter 6: Cursor Control"; "Cursor Visibility"; "Custom Cursors"; "GUI Texture Cursor"; "Texture Importer"; "Color Cues"; "Cursor Position"; "Hardware Cursor"; "UnityGUI Cursor"; "Object-to-Object Communication"
"Mouseover Cursor Changes"

Sommario/riassunto

Beginning 3D Game Development with Unity 4 is perfect for those who would like to come to grips with programming Unity. You may be an artist who has learned 3D tools such as 3ds Max, Maya, or Cinema 4D, or you may come from 2D tools such as Photoshop and Illustrator. On the other hand, you may just want to familiarize yourself with programming games and the latest ideas in game production. This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the basic scripting skills you'll need with Unity. It goes on to show how you, as an independent game artist, can create interactive games, ideal in scope for today's casual and mobile markets, while also giving you a firm foundation in game logic and design. The first part of the book explains the logic involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand. In the second part, you'll build the foundations of a point-and-click style first-person adventure game—including reusable state management scripts, dialogue trees for character interaction, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and mini-map. With the help of the provided 2D and 3D content, you'll learn to evaluate and deal with challenges in bite-sized pieces as the project progresses, gaining valuable problem-solving skills in interactive design. By the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also have an assortment of reusable scripts and art assets with which to build future games.
