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Nota di contenuto	<p>""Cover""; ""Copyright""; ""Credits""; ""About the Author""; ""About the Reviewers""; ""www.PacktPub.com""; ""Table of Contents""; ""Preface""; ""Chapter 1: Object Interaction with Blueprints""; ""Creating a project and the first level""; ""Setting a template for a new project""; ""Making sense of the project settings""; ""Creating the project""; ""Adding objects to our level""; ""Exploring materials""; ""Creating materials""; ""Material Properties and Blueprint Nodes""; ""Adding substance to our material""; ""Creating our first Blueprint""; ""Exploring the Event Graph panel""</p> <p>""Detecting a hit""""Swapping a material""; ""Improving the Blueprint""; ""Adding movement""; ""Changing actor mobility and collision""; ""Breaking down our goal""; ""Storing data with variables""; ""Readyng direction for calculations""; ""Getting relative speed using delta time""; ""Translating the existing location""; ""Updating location""; ""Changing direction""; ""Testing moving targets""; ""Summary""; ""Chapter 2: Enhancing Player Abilities""; ""Adding the running functionality by extending a Blueprint""; ""Breaking down the Blueprint character movement""; ""Customizing control inputs""</p> <p>""Adding a sprint ability""""Animating a zoom view""; ""Using a timeline to smooth transitions""; ""Increasing the projectile's speed""; ""Adding sound and particle effects""; ""Giving our targets state with branches""; ""Triggering sound effects, explosions, and destruction""; ""Summary"";</p>

""Chapter 3: Creating Screen UI Elements""; ""Creating simple UI meters with UMG""; ""Drawing shapes with widget Blueprints""; ""Customizing the meter's appearance""; ""Creating ammo and enemy counters""; ""Displaying the HUD""; ""Connecting UI values to player variables""; ""Creating bindings for health and stamina""; ""Making text bindings""; ""Tracking the ammo and eliminated targets""; ""Reducing the ammo counter""; ""Increasing the targets eliminated counter""; ""Summary""; ""Chapter 4: Creating Constraints and Gameplay Objectives""; ""Constraining player actions""; ""Draining stamina while sprinting""; ""Using looping timers to repeat actions""; ""Blocking actions with branches""; ""Regenerating stamina""; ""Preventing firing actions when out of ammo""; ""Creating collectable objects""; ""Setting up collection logic""; ""Setting a gameplay win condition""; ""Displaying a target goal in the HUD""; ""Creating a win menu screen""; ""Displaying the menu""; ""Triggering a win""; ""Summary""; ""Chapter 5: Making Moving Enemies with AI""; ""Setting up the enemy actor to navigate""; ""Importing from the marketplace""; ""Expanding the play area""; ""Making the level traversable with a NavMesh""; ""Setting the stage for intelligence with AI assets""; ""Creating navigation behavior""; ""Setting up patrol points""; ""Enabling communication between assets""; ""Teaching our AI to walk with the Behavior Tree""; ""Making the AI chase the player""; ""Giving the enemy sight with Pawn Sensing""

Sommario/riassunto

Whether you are an experienced game designer or artist looking to test your latest idea, or a complete novice looking to build their first video game, this is a great place to start learning how to build complex game mechanics quickly and easily without writing any text code. No programming experience required!
