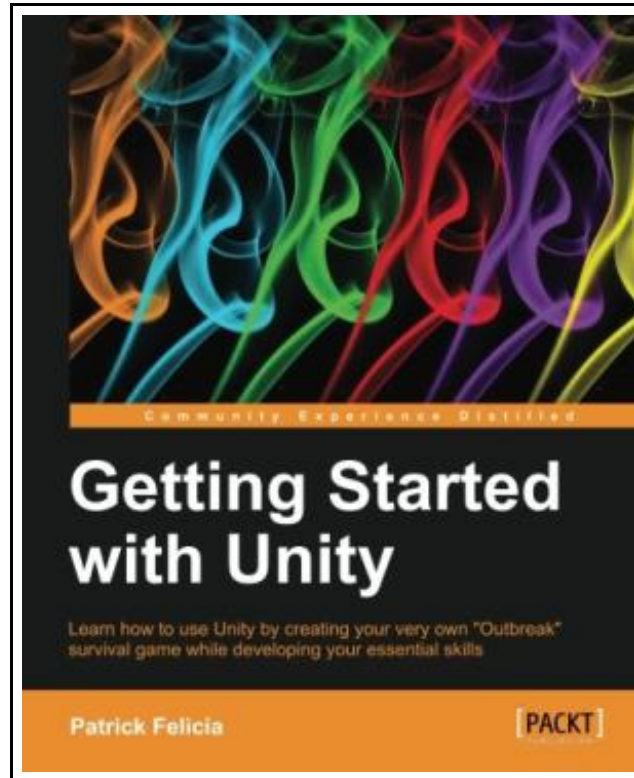# Getting Started with Unity

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Reviews

This publication is definitely not simple to begin on studying but really exciting to read. It is actually rally fascinating throgh reading time. Your life span will be enhance when you complete looking at this publication.
(Laurence Littel)

GETTING STARTED WITH UNITY

Packt Publishing. Paperback. Condition: New. 170 pages. Dimensions: 9.2in. x 7.5in. x 0.5in.Learn how to use Unity by creating your very own Outbreak survival game while developing your essential skills Overview Use basic AI techniques to bring your game to life Learn how to use Mecanim; create states and manage them through scripting Use scripting to manage the graphical interface, collisions, animations, persistent data, or transitions between scenes In Detail Unity is a game development engine which is fully integrated with a complete set of intuitive tools and rapid workflows used to create interactive 3D content. Unity is best used for making great games that can deploy to numerous platforms. Getting Started with Unity guides you progressively through the necessary steps to create a survival game using Unity3Ds built-in objects and components, JavaScript, animations with Mecanim, and some basic AI. In this book, you will be introduced to a wide range of the core features used for games developed with Unity3D, including the user interface and much more. Furthermore, you will also learn about essential aspects like transformations, scripting, navigation, and built-in controllers. Beginning with an introduction to the user interface, you will learn the necessary skills required to create a survival video game. Each section is a stepping-stone toward the completion of the final game. By the end of the book, you will have created an indoor level with enemies, AI, weapons, objects to collect, and all the logic to control the game. What you will learn from this book Understand the different layouts, windows, and shortcuts, and navigate through scenes Use, combine, and transform built-in objects and components including textures, water, GUI elements, controllers, lights, particles, and shapes Understand different types of colliders, individualize objects with tags, apply colliders, and manage collisions through scripting Learn how to create...

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