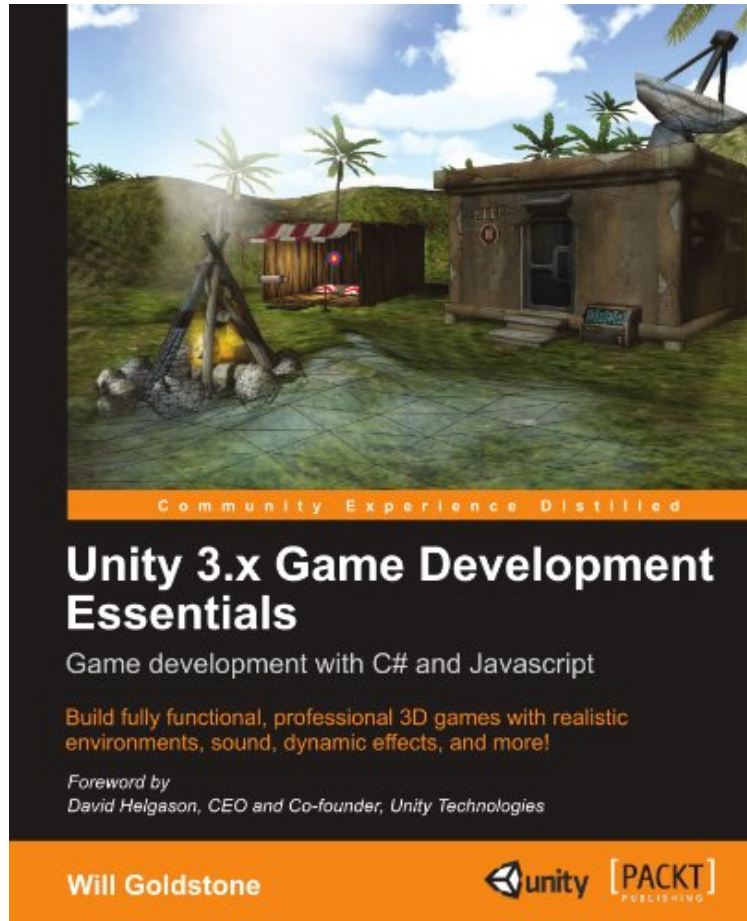


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Unity 3.x Game Development Essentials

Will Goldstone

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Will Goldstone : Unity 3.x Game Development Essentials before purchasing it in order to gauge whether or not it would be worth my time, and all praised Unity 3.x Game Development Essentials:

49 of 51 people found the following review helpful. Great Introductory Book To Learning Unity By Anthony After completing the entire book and going through the exercises I can safely say this book delivers on its promise: you will have a working game and get the basic concepts behind its construction from using the unity engine. Now before you buy this book realize what it is NOT: -It is not a C# or Java language book (there are many books on those) -It is not about game design -It is not about modelling, texturing, or animating -It is not a book on programming (like teaching object oriented coding) What is this book? -An introduction to the core features of unity (GUI, textures, assets, prefabs, particle systems, lighting, very basic animation, menus, terrain editor) -An introduction to basic coding (and an introduction to some concepts of object oriented coding) -An introduction to scripting using C# Java -A detailed step by step break down of how to make a basic adventure game on an island -A book which gives you pre-made assets (sounds, textures, models, materials) and shows you how to work with them to create a game This book breaks down

step by step (from importing models and using textures to writing and tweaking scripts) how to create a world using the unity terrain editor and asset importer. It then walks you through how to make the player interact with objects, and create effects and triggers, detect collisions, call animations, and provide player feedback. Coding can be intimidating but this book really keeps it simple (with few exceptions) as it explains every thing you're doing as you do it. I found it very easy to follow along with the book and my builds would come out just fine each time (and if it didn't the errors were almost always spelling mistakes). This book will serve as a great launching pad for learning unity. If you are a programmer this is a great intro to unity. If you are new to programming, you might want to read a book on objected oriented coding before or after this book (but this book can be done by someone with 0 coding experience). If you are an artist this will definitely help you learn how to use unity and get used to the asset import options you have available. Hope this helps. P.S. This book was written for unity 3.4 (at the time of this review the current version is 3.5.1). The particle system in the book (chapter 8) is out of date. If you go to his website, [...], he has a video which explains the new particle system (it's very easy to use).

24 of 25 people found the following review helpful. Great book, Kindle edition needs some editing of C# code. By McKinley Looms. As part of a SMALL indie project we decided to go with Unity do to it's great community and portability to so many platforms. I needed a book that would get me up to being able to start prototyping ideas quickly. This is that book! Having the code for both JavaScript and C# available side by side made for a great learning tool as well. We have decided as a team to go with C# and few books on the market are geared towards that language. Even the Publishers Errata page was mostly regarding issues and solutions with the JavaScript code. That is not to say there were no issues with the C# code, just not many readers had posted much by the time I went through the book. Why didn't I?!? Well as a neophyte in C# I felt I was unqualified to determine if the issue was really the code or my understand and accidental typing. There was one bit of Errata that I submitted, but as of today (3 weeks later) the publishers have not added to their Errata page, and that had to do with a error in the C# code of one of the projects, in the Kindle format. The code had in this one script had a line and a half missing and the half line was concatenated onto the end of the previous line. making for a very confusing bit of code. This is where having both the JavaScript and C# code available throughout the book was very nice. I was able to translate the JavaScript code to the appropriate C# replacement and was good to go. My one true complaint is that the author purposely left errors in a few places as learning tools for later in the chapter. This was distracting as I noticed the logic or errors as I was typing them in, and went about troubleshooting and being frustrated in the "error" unnecessarily. I would ask that in the future that there be a warning that the issues was there and either an invitation to figure it out or a note that the solution was forthcoming after the lesson attached was learned.

1 of 1 people found the following review helpful. Great Intro to Unity 3. Nice Functional Demo Created by the End. By A. M. Hernandez. I've been keeping tabs on Unity since back when it was a Mac only thing, and it sure has come a long way over the years. Even though I have downloaded and toyed with the program before, I hadn't took the time to read a proper book on the engine. Now that I am having to work with Unity more for the job, I figured it was a good time to brush up on some knowledge. Although there are tons of Unity books out there, Unity 3.x Game Development Essentials seemed to have good reviews, and the price was right (only \$16 for the Kindle e-book). The book basically walks you through creating a dirt simple game, that you build up throughout the reading. Only the first chapter has a standalone demo to get your feet wet, the rest of the book is all one project. I found this format to work nicely, as you can concentrate on one aspect of the game design during each chapter but feel more accomplished as you built up the game. It covers creating a terrain, setting up a player controller, importing models, creating a GUI, collision detection, basic scripting to trigger events, and basically everything you would need for a simple demo. Although the game you build will not win any awards, it is functional and teaches some fundamental concepts. What I will say is that the author did a bang-up job with the source code listings. There are tons of code snippets throughout the book and I found only one, yes one, mistake out of the whole thing. And, even then, it was a minor variable misnaming. Nothing major. This was a refreshing surprise, as many programming books are riddled with errors and non-compiling code. Bravo for that. In general, though, I found this to be a very approachable book, even for a beginner. Of course, development experience doesn't hurt, but it's really not required for this text. The author clearly explains everything that is taught in the book and only at the end is some code glossed over (since it was already covered). I also liked how all the code is shown in both C# and Javascript, so the choice of language is up to the reader. Very nice. The greatest part, I would say, is how far you can go with Unity itself in little time. I read this book in just one week and feel like I have covered more ground than I have with other engines spending *far* more time learning. So that just goes to show how solid the engine is. It's not so much about the graphics of the engine, as it doesn't really look any better than anything else out there. However the editor is very functional and very efficient. Especially nice is how you can create references to objects in the editor, greatly simplifying communication between different components. Overall I found it to be a great learning experience. If you are just starting out with game development then this book is a great resource for learning the Unity engine. If you are already a developer but not familiar with Unity, this is also a great text. Granted, it's not a very advanced book, so if you are already using Unity you can probably pass on it. That said, the book was very affordable and well worth the money in my opinion.

This book follows an informal, demystifying approach to the world of game development with the Unity game engine. With no prior knowledge of game development or 3D required, you will learn from scratch, taking each concept at a time working up to a full 3D mini-game. You'll learn scripting with C# or JavaScript and master the Unity development environment with easy-to-follow stepwise tasks. If you're a designer or animator who wishes to take their first steps into game development or prototyping, or if you've simply spent many hours sitting in front of video games, with ideas bubbling away in the back of your mind, Unity and this book should be your starting point. No prior knowledge of game production is required, inviting you to simply bring with you a passion for making great games.

About the Author Will Goldstone is a longstanding member of the Unity community and works for Unity Technologies as a Technical Support Associate, handling educational content and developer support. With an MA in Creative Education, and many years experience as a lecturer in higher education, Will wrote the first ever Unity book, the original Unity Game Development Essentials, and also created the first ever video tutorials for the package. Through his sites <http://www.unity3dstudent.com> and <http://learnunity3d.com> Will helps to introduce new users to the growing community of developers discovering Unity every day.