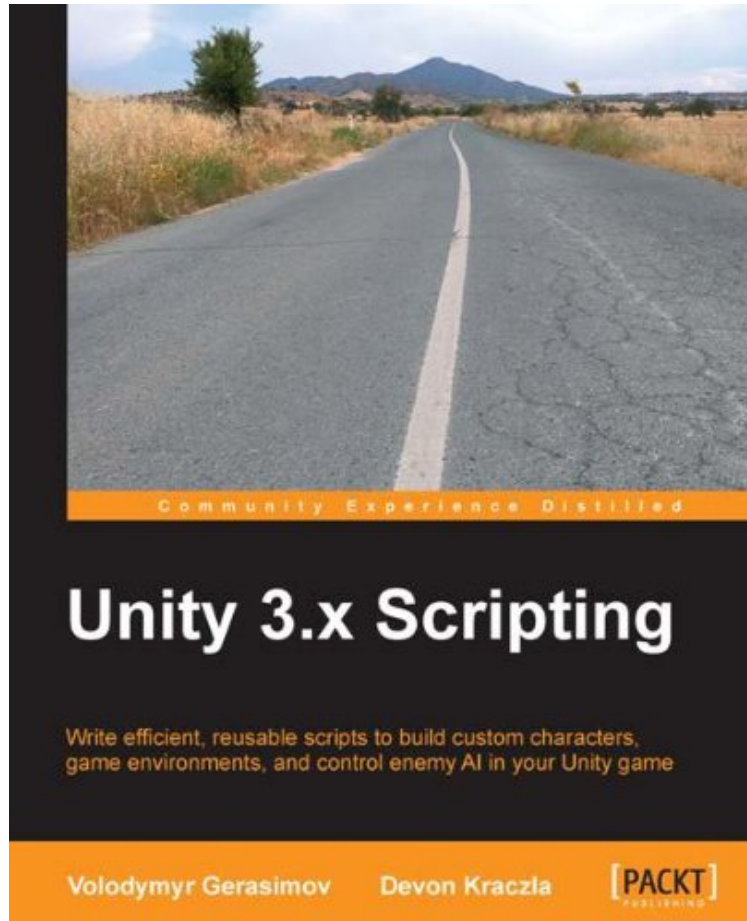


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Unity 3.x Scripting

Von Volodymyr Gerasimov, Devon Kraczla
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Von Volodymyr Gerasimov, Devon Kraczla : Unity 3.x Scripting before purchasing it in order to gage whether or not it would be worth my time, and all praised Unity 3.x Scripting:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Unity 3.x ScriptingVon GeigenEimerMir persnlich kam es etwas kurz vor.Ich hatte eigentlich zu den Mglichkeiten des Soundmoduls etwas mehr erwartet.Gut fand ich die Einfhrung in die Mglichkeiten der GUI Elemente.Viele andere wichtige Themen wie Charakter Controller oder die Interaktionen sind recht kurzbeschrieben.Man ldt halt das package zum Buch.Ansonsten ganz ok.0 von 0 Kunden fanden die folgende Rezension hilfreich. Enthlt viele gute Scripting-GrundlagenVon Sebastian KriegEin sehr gutes Buch in Richtung Scripting. Viele Grundlagen, die man immer wieder bentigt, werden gut beschrieben und mit Beispiel-Scripts erlutert.Alles in allem sehr empfehlenswert fr Einsteiger und Fortgeschrittene.

KurzbeschreibungThe book is written in an easy to understand step-by-step style. It covers real-world examples for every topic, so that you gain most out of the book and are able to apply these techniques straight into your game. If you are a programmer interested in developing games using Unity and want to customize your game by writing scripts, then this is a book for you. To make the best use of this book, you will have to know your way around Unity. The book is ideal for someone, who has experience in building games using Unity and knows a bit of programming; especially JavaScript. However, if you are a programmer in any other language, you should be able to grasp the book fairly easily.

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ber den Autor und weitere Mitwirkende Volodymyr Gerasimov Volodymyr Gerasimov is a Level Designer and Scripter. His major passion is creation of modifications for popular games and developing small indi projects, with scripting as a main tool. He learned various scripting and programming languages in The Art Institute of Vancouver. Having been introduced to Unity in 2010 he created and worked on a number of projects, indi games and prototypes. Latest one was hack and slash action game Splik Blitz: Baked in blood, where he worked as Lead Level designer and Scripter. Right now he is working on a couple of indi projects for iOS and PC.

Devon Kraczla Devon Kraczla is an independent Game Developer. Having an artistic background Devon came to the gaming industry to explore new ways to surprise people with his creations. Over the last few years, having graduated from The Art Institute of Vancouver, Devon developed multiple independent projects, both solo and with other enthusiasts. In his games Devon focuses on simple and engaging game mechanics covered in unique art style that makes his games appealing for hardcore and casual audiences. Currently Devon is working on a new project in a large group of passionate developers.