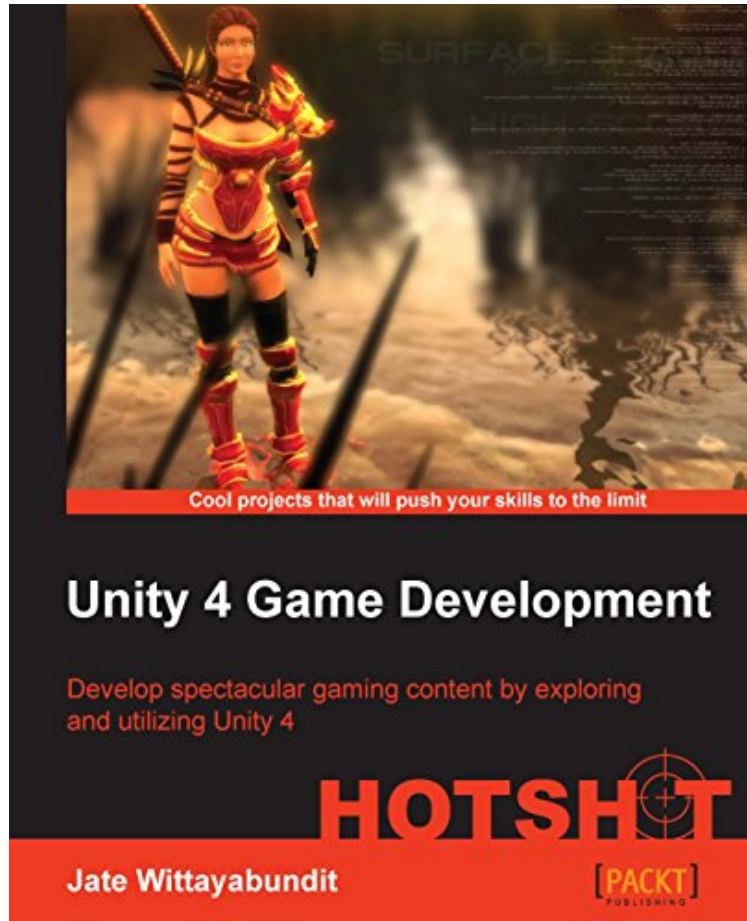


Unity 4 Game Development HOTSHOT

Von Jate Wittayabundit

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Von Jate Wittayabundit : Unity 4 Game Development HOTSHOT before purchasing it in order to gage whether or not it would be worth my time, and all praised Unity 4 Game Development HOTSHOT:

KundenrezensionenHilfreichste Kundenrezensionen0 von 0 Kunden fanden die folgende Rezension hilfreich. Fr Fortgeschrittene Unity EntwicklerVon CustomerDas Buch bietet die Grundlagen, um in Unity 4 ein Spiel zu entwickeln, und das mit sehr umfangreichen Einzelschritt-Screenshots. Allerdings sollte man schon Erfahrungen fr Unity mitbringen, oder sich entsprechend vorher informieren.Ich kann das Buch jedem empfehlen, der sich mit Unity auskennt und Spa an der Spieleentwicklung damit hat.

KurzbeschreibungDevelop spectacular gaming content by exploring and utilizing Unity 4About This BookUnderstand the new 2D Sprite and Immediate Mode GUI system (OnGUI()/GUI class) in Unity 4, and the difference between 2D

and 3D worlds, with clear instruction and examples. Learn about Mecanim System, AI programming, editor script, and Character Controller programming including scripting and how to adapt it to your needs. Create a Menu for an RPG Game Add Powerups, Weapons, and Armor. Who This Book Is For If you are an experienced user who has a basic knowledge of how to use the Unity game engine, or are an intermediate user who wants to learn more tips and tricks in using the Unity game engine, this book is ideal for you. What You Will Learn Explore 2D Sprite character animation, rigid body, physics raycast, and camera type Create custom UI graphics, scripts, a draggable window, and dynamic UI using the Unity GUI system Code using surface shader programming and learn the basics of shaders Create a rocket launcher, built-in fire particle effect, and custom particle effect Load and save with PlayerPrefs and post the hi-score to the database using PHP and MySQL. In Detail Immerse yourself in the world of high-end game design by partaking in challenging missions. Start off by working with the Sprite Mode, then learn the basics of creating a UI system for an RPG, and work your way through the game virtually embodying your greatest hero or heroine. Every project is designed to push your Unity skills to the limit and beyond. You will start by creating a 2D platform game with the new 2D sprite feature and move on to the Unity GUI system. Then, you will create a 3D character and make it move. By the end of this book, you will know how to post the player's score to the hi-score board.

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ber den Autor und weitere Mitwirkende Jate Wittayabundit Jate Wittayabundit was born in Bangkok, Thailand, in 1980. One thing that he always remembers about his childhood is that playing games was something very very special to him. He was allowed to play only during school breaks. The game that he played would be kept in a locked chest by his mom; it was Super Mario Bros, the first game he ever played. Something special in his childhood became something he dreamt to be as a boy in a country where nobody was familiar with computers at this time. So, he questioned how humans could create this thing. "Nothing is impossible", he believes! However, there was no game development course at all in any Thai college or university at the time he chose to pursue his career in that field. Going abroad to study was a huge challenge, which he wasn't ready for. He curtailed his dream, pursuing a Bachelor's degree in Interior Architecture at King Mongkut's University of Technology Thonburi to be able to improve his skills in arts, 3D visualization, and mathematics, which he thought were very important to support what he wanted to be. While he was studying Interior Architecture, he had a chance to use 3D Studio Max, FormZ, AutoCAD, Maya, Photoshop, After Effects, Premiere, and lots of 3D tools to create the architecture projects. Ever since, he has loved it and continues working with these tools. In 2003, after graduation, he started working as an interior architect and 3D visualizer for several companies in Thailand. He also applied for a part-time 3D game course in Thailand and made a couple of friends who, like himself, had a similar passion to create games. They formed a team, making a side-scrolling game using a panda as the main character named PAN PAN. The game was built using Game Maker. As a team member, Jate was responsible for creating the graphics and cover art for the games, because he didn't have any experience in programming at all. At that time, he sensed an upward trend in the game industry. In 2005, he decided to move to Ottawa, Canada, to study a brand new Game Development program. It was really tough for him at first, and he really wanted to quit because of the language barrier and the complexity of programming languages, as he had no basic knowledge at all. However, he had many good professors and friends to help him get through the course. He started to love programming, which he thought he would never understand, and in 2008, he graduated with honors in the Game Development program from Algonquin College. After graduating from the Game Development program, he started working at Launchfire Interactive Inc. (www.launchfire.com) as a Flash Actionscript Programmer. At Launchfire, he developed many games and interactive content (for clients such as Dell and Alaska Airline) as well as learned how to create Flash 3D in Papervision3D and Away3D. In 2009, he decided to move to Toronto a big city to get more experience of working in the game industry. He started working in a new position as a game developer and 3D artist at Splashworks.com Inc. (www.splashworks.com). At Splashworks, he had the chance to work with many different games and clients (such as

Shockwave and Swiss Chalet). It also gave him a great chance to learn about Unity3D. He started using it from September 2009 and just loved its fast and friendly UI. He really liked how easily Unity imported 3D objects and animations. Currently, he is working as a senior game developer creating many mobile games for many clients, including Sunkist, Nickelodeon, and American Girl.