Unity 3d 3 5 Essential Training Lynda Online Courses

If you have a good understanding of Unity's core functionality and a decent grasp of C# scripting in Unity (although not essential if you are just using the Editor with the new UI), you'll be well placed to take advantage of the new UI feature set.

This book constitutes the refereed post-conference proceedings of the 5th International Conference on Future Access Enablers for Ubiquitous and Intelligent Infrastructures, FABULOUS 2021, held in May 2021. Due to COVID-19 pandemic the conference was held virtually. This year's conference topic covers security of innovative services and infrastructure in traffic, transport and logistic ecosystems. The 30 revised full papers were carefully reviewed and selected from 60 submissions. The papers are organized in thematic sessions on: Internet of things and smart city; smart environment applications; information and communications technology; smart health applications; sustainable communications and computing infrastructures.

In just 24 lessons of one hour or less, Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 5 game engine at the heart of Hearthstone: Heroes of Warcraft, Kerbal Space Program, and many other sizzling-hot games! This book's straightforward, step-by-step approach teaches you everything from the absolute basics through sophisticated game physics, animation, and mobile device deployment techniques. Every lesson builds on what you've already learned, giving you a rock-solid foundation for real-world success. Step-by-step instructions carefully walk you through the most common Unity game development tasks. Practical, hands-on examples show you how to apply what you learn. Quizzes and exercises help you test your knowledge and stretch your skills. Notes and tips point out shortcuts and solutions.

Demystifies the Processes of Game Development Game Development for iOS with Unity3D takes you through the complete process of Unity iOS game development. A game developer for over 12 years, the author presents production-proven techniques and valuable tips and tricks needed to plan, build, test, and launch games for the iPhone, iPod, and iPad. He walks you through all the necessary procedures, including how to publish your game to the App Store. Encompasses the Whole Range of iOS Game Development This practical book begins with advice on writing a game design document and getting Apple developer certification. It then covers the build processes of the Unity Remote application and explains how to use the Unity editor. After focusing on debugging and optimization, the author describes tips for designing and marketing a successful App Store page. The book also features two iOS-ready games to explore, adapt, and play. Source files for the game examples are available at www.crcpress.com. Guides You in Creating a Functional iOS Game Accessible to indie game developers and small- to medium-sized studios, this hands-on guide gives you the tools and knowledge needed to start building and launching iOS games. It helps you create games using Unity3D and publish them to the App Store.

Beginning 3D Game Development with Unity
Unity AI Game Programming - Second Edition
Game Development for iOS with Unity3D
A Critical Dictionary of English Literature, and British and American Authors, Living and Deceased, from the Earliest Accounts to the Middle of the Nineteenth Century
Unity 3.x Game Development Essentials
First International Conference, ICAT 2019, Quito, Ecuador, December 3–5, 2019, Proceedings, Part II

Unity 3.x Game Development EssentialsPackt Publishing Ltd
The definitive guide to modern meteor science, destined to be the standard resource for advanced students and researchers.
In introducing new students to video game development, there are two crucial components to consider: design and implementation. Unity 3D and PlayMaker Essentials: Game Development from Concept to Publishing provides theoretical background on topics such as characters, stories, level design, interface design, audio, game mechanics, and tools and skills needed. Each chapter focuses on a specific topic, with topics building upon each other so that by the end of the book you will have looked into all the subjects relevant to creating your own game. The book transitions from discussion to demonstrations of how to implement techniques and concepts into practice by using Unity3D and PlayMaker. Download boxes are included throughout the book where you can get the version of the game project under discussion or other content to add to the project, as well as any supplementary video tutorials that have been developed. Addressing both theoretical and practical aspects, Unity 3D and PlayMaker Essentials enables you to understand how to create a game by having you make a game. By gradually completing your own design document through the course of the book, you will become familiar with core design principles while learning the practical skills needed to bring your unique game to life.
Summary Manning's bestselling and highly recommended Unity book has been fully revised! Unity in Action, Second Edition teaches you to write and deploy games with the Unity game development platform. You'll master the Unity toolset from the ground up, adding the skills you need to go from application coder to game developer. Foreword by Jesse Schell, author of The Art of Game Design Purchase of the print book includes a free eBook in PDF, Kindle, and ePub formats from Manning Publications. About the Technology Build your next game without sweating the low-level details. The Unity game development platform handles the heavy lifting, so you can focus on game play, graphics, and user experience. With support for C# programming, a huge ecosystem of production-quality prebuilt assets, and a strong dev community, Unity can get your next great game idea off the drawing board and onto the screen! About the Book Unity in Action, Second Edition teaches you to write and deploy games with Unity. As you explore the many interesting examples, you'll get hands-on practice with Unity's intuitive workflow tools and state-of-the-art rendering engine. This practical guide exposes every aspect of the game dev process, from the initial groundwork to creating custom AI scripts and building easy-to-read UIs. And because you asked for it, this totally revised Second Edition includes a new chapter on building 2D platformers with Unity's expanded 2D toolkit. What's Inside Revised for new best practices, updates, and more! 2D and 3D games Characters that run, jump, and bump into things Connect your games to the internet About the Reader You need to know C# or a similar language. No game development knowledge is assumed. About the Author Joe Hocking is a software engineer and Unity expert specializing in interactive media development. Table of Contents PART 1 - First steps Getting to know Unity Building a demo that puts you in 3D space Adding enemies and projectiles to the 3D game Developing graphics for your game PART 2 - Getting comfortable Building a Memory game using Unity's 2D functionality Creating a basic 2D Platformer Putting a GUI onto a game Creating a third-person 3D game: player movement and animation Adding interactive devices and items within the game PART 3 - Strong finish Connecting your game to the internet Playing audio: sound effects and music Putting the parts together into a complete game Deploying your game to players' devices
Containing Thirty Thousand Biographies and Literary Notices, with Forty Indexes of Subjects
Unity 3D UI Essentials
An All-in-one Guide to Implementing Game Mechanics, Art, Design, and Programming
Unity Animation Essentials
Unity Game Development in 24 Hours, Sams Teach Yourself
Mastering Unity 2D Game Development

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.

This book constitutes the proceedings of the First Joint International Conference on Serious Games, JCSG 2015, held in Huddersfield, UK, in June 2015. This conference bundles the activities of the International Conference on Serious Games Development and Applications, SGDA, and the Conference on Serious Games, GameDays. The total of 12 full papers and 5 short papers was carefully reviewed and selected from 31 submissions. The book also contains one full invited talk. The papers were organized in topical sections named: games for health: games for learning; games for other purposes: game design and development: and poster and demo papers.

If you are a game developer interested in learning Unity 3D from scratch and becoming familiar with its core features, then this book is for you. No prior knowledge of Unity 3D is required.

Use Unity-based examples to understand fundamental mathematical concepts and see how they are applied when building modern video game functionality. You will gain the theoretical foundation you need, and you will know how to examine and modify an implementation. This book covers points in a 3D Cartesian coordinate system, and then discusses vectors and the details of dot and cross products. Basic mathematical foundations are illustrated through Unity-based example implementations. Also provided are examples showing how the concepts are applied when implementing video game functionality, such as collision support, motion simulations, autonomous behaviors, shadow approximations, and reflection off arbitrary walls. Throughout this book, you learn and examine the concepts and their applications in a game engine. What You Will Learn Understand the basic concepts of points and vectors and their applications in game developmentApply mathematical concepts to modern video game functionality, such as spherical and box collidersImplement autonomous behaviors, including following way points, facing a target, chasing an object, etc. Who This Book is For Beginners, and those interested in the implementation of interactive games, who need a basic mathematical background or a refresher with modern examples

The Essential Guide to Game Audio
Unity UI Cookbook
Learning C# by Developing Games with Unity 2020
Human Centered Computing
Unity 5: 3D Essential Training
Risk Management in Life-Critical Systems

This volume is the proceedings of the 3rd IEEE International Conference on Knowledge Innovation and Invention 2020 (IEEE ICKII 2020). The conference was organized by the IEEE Tainan Section Sensors Council (IEEE TSSC), the International Institute of Knowledge Innovation and Invention (IIKII), and the National University of Kaohsiung, Taiwan, and held on August 21–23, 2020 in Kaohsiung.This volume of Knowledge Innovation on Design and Culture selected 95 excellent papers from the IEEE ICKII 2020 conference in the topics of Innovative Design and Cultural Research and Knowledge Innovation and Invention. This proceedings presents the research results based on the interdisciplinary collaboration of social sciences and engineering technologies by international networking in the academic and industrial fields.

Unity is one of the most popular game engines for mobile and desktop games and real-time simulations. In this course, author Adam Crespi reviews techniques used in Unity game development and introduces the basics of level design, lighting with the Enlighten engine, materials, and animation. First, learn how to import models and textures from programs like 3ds Max and Maya, set up game objects, apply materials, and add animation to bring the game to life. Then Adam explores how to implement realistic lighting, and add finishing touches such as particles, effects, and audio. The end result is a sample game with a lush environment, fully animated objects, and some basic interactive gameplay.

Leverage the power of Unity 5 to create fun and unbelievable AI entities in your games!About This Book- Compose richer games by learning the essential concepts in artificial intelligence with exciting examples- Explore the brand new Unity 5 features that make implementing artificial intelligence in your game easier than ever- Using this practical guide become a competent Unity 3D developer by learning AI techniques, methods and the applicability of AIWho This Book Is ForThis book is intended for Unity developers with a basic understanding of C# and the Unity editor. Whether you're looking to build your first game or are looking to expand your knowledge as a game programmer, you will find plenty of exciting information and examples of game AI in terms of concepts and implementation. It does not require any prior technical knowledge of how game AI works.What You Will Learn- Understand the basic terminology and concepts in game AI- Implement a basic finite state machine using state machine behaviors in Unity 5- Create sensory systems for your AI with the most commonly used techniques- Implement an industry-standard path-finding system and a navigation mesh with the Unity 5 NavMesh feature- Build believable and highly-efficient artificial flocks and crowds- Create a basic behavior tree to drive a character's actions- Make your characters more engaging by implementing fuzzy logic concepts in your AI's decision-making- Tie all the concepts together with examples and guidesIn DetailUnity 5 provides game and app developers with a variety of tools to implement artificial intelligence. Leveraging these tools via Unity's API or built-in features allows limitless possibilities when it comes to creating your game's worlds and characters. Whether you are developing traditional, serious, educational, or any other kind of game, understanding how to apply artificial intelligence can take the fun-factor to the next level!This book helps you break down artificial intelligence into simple concepts to give the reader a fundamental understanding of the topic to build upon. Using a variety of examples, the book then takes those concepts and walks you through actual implementations designed to highlight key concepts, and features related to game AI in Unity 5. Along the way, several tips and tricks are included to make the development of your own AI easier and more efficient.Starting from covering the basic essential concepts to form a base for the later chapters in the book, you will learn to distinguish the state machine pattern along with implementing your own. This will be followed by learning how to implement a basic sensory system for your AI agent and coupling it with a finite state machine (FSM). Next you will be taught how to use Unity's built-in NavMesh feature and implement your own A* pathfinding system. Then you will learn how to implement simple flocks and crowd's dynamics, the key AI concepts. Then moving on you will learn how a behavior tree works and its implementation. Next you will learn adding layer of realism by combining fuzzy logic concepts with state machines. Lastly, you learn applying all the concepts in the book by combining them in a simple tank game.Style and approachAn easy-to-follow guide that is full of example implementations of the concepts and is accompanied by easy-to-understand demonstrations and explanations of the code and concepts.

This book constitutes revised selected papers from the thoroughly refereed proceedings of the Third International Human Centered Computing Conference, HCC 2017, that consolidated and further develops the successful ICPCA/SWS conferences on Pervasive Computing and the Networked World, and which was held in Kazan, Russia, in August 2017.The 48 full and 20 short papers presented in this book together with 2 invited keynotes were carefully reviewed and selected from numerous submissions. This proceedings present recent advances in human machine interfaces, wireless and mobile network technologies, and data analytics, which make computer services truly human-centric.

4th International Conference, AVR 2017, Ugento, Italy, June 12-15, 2017, Proceedings, Part II
Procedural Content Generation for Unity Game Development
Morning Telegraph's Racing Chart Book
Teach Your Child to Read in 100 Easy Lessons
Augmented Reality, Virtual Reality, and Computer Graphics
Learn VR development by building immersive applications and games with Unity 2019.4 and later versions, 3rd Edition

Master everything you need to build a 2D game using Unity 5 by developing a complete RPG game framework! About This Book Explore the new features of Unity 5 and recognize obsolete code and elements. Develop and build a complete 2D retro RPG with a conversation system, inventory, random map battles, full game menus, and sound. This book demonstrates how to use the new Unity UI system effectively through detailed C# scripts with full explanations. Who This Book Is For This book is for anyone looking to get started developing 2D games with Unity 5. If you're already accomplished in Unity 2D and wish to expand or supplement your current Unity knowledge, or are working in 2D in Unity 4 and looking to upgrade Unity 5, this book is for you. A basic understanding of programming logic is needed to begin learning with this book, but intermediate and advanced programming topic are explained thoroughly so that coders of any level can follow along. Previous programming experience in C# is not required. What You Will Learn Create a 2D game in Unity 5 by developing a complete retro 2D RPG framework. Effectively manipulate and utilize 2D sprites. Create 2D sprite animations and trigger them effectively with code. Write beginning to advanced-level C# code using MonoDevelop. Implement the new UI system effectively and beautifully. Use state machines to trigger events within your game. In Detail The Unity engine has revolutionized the gaming industry, by making it easier than ever for indie game developers to create quality games on a budget. Hobbyists and students can use this powerful engine to build 2D and 3D games, to play, distribute, and even sell for free! This book will help you master the 2D features available in Unity 5, by walking you through the development of a 2D RPG framework. With fully explained and detailed C# scripts, this book will show you how to create and program animations, a NPC conversation system, an inventory system, random RPG map battles, and full game menus. After your core game is complete, you'll learn how to add finishing touches like sound and music, monetization strategies, and splash screens. You'll then be guided through the process of publishing and sharing your game on multiple platforms. After completing this book, you will have the necessary knowledge to develop, build, and deploy 2D games of any genre! Style and approach This book takes a step-by-step practical tutorial style approach. The steps are accompanied by examples, and all the intermediate steps will be clearly explained. The focus of this book will obviously be on the advanced topics so that the game looks and performs efficiently.
Provides information on using the Unity game engine to build games for any platform, including the Web, the Wii, and on smartphones.
Beginning 3D Game Development with Unity is perfect for those who would like to come to grips with programming Unity. You may be an artist who has learned 3D tools such as 3ds Max, Maya, or Cinema 4D, or you may come from 2D tools such as Photoshop and Illustrator. On the other hand, you may just want to familiarize yourself with programming games and the latest ideas in game production. This book introduces key game production concepts in an artist-friendly way, and rapidly teaches the basic scripting skills you'll need with Unity. It goes on to show how you, as an independent game artist, can create casual interactive adventure games in the style of Telltale's Tales of Monkey Island, while also giving you a firm foundation in game logic and design. The first part of the book explains the logic involved in game interaction, and soon has you creating game assets through simple examples that you can build upon and gradually expand. In the second part, you'll build the foundations of a point-and-click style first-person adventure game—including reusable state management scripts, load/save functionality, a robust inventory system, and a bonus feature: a dynamically configured maze and mini-map. With the help of the provided 2D and 3D content, you'll learn to evaluate and deal with challenges in bite-sized pieces as the project progresses, gaining valuable problem-solving skills in interactive design. By the end of the book, you will be able to actively use the Unity 3D game engine, having learned the necessary workflows to utilize your own assets. You will also have an assortment of reusable scripts and art assets with which to build future games.
The Essential Guide to Game Audio: The Theory and Practice of Sound for Games is a first of its kind textbook and must-have reference guide for everything you ever wanted to know about sound for games. This book provides a basic overview of game audio, how it has developed over time, and how you can make a career in this industry. Each chapter gives you the background and context you will need to understand the unique workflow associated with interactive media. The practical, easy to understand interactive examples provide hands-on experience applying the concepts in real world situations.
Future Access Enablers for Ubiquitous and Intelligent Infrastructures
Third International Conference, HCC 2017, Kazan, Russia, August 7–9, 2017, Revised Selected Papers
Game Development from Concept to Publishing
Knowledge Innovation On Design And Culture - Proceedings Of The 3rd Ieee International Conference On Knowledge Innovation And Invention 2020 (Ieee Ickii 2020)
Library Journal
All-in-one, multi-platform game development

Master the art of Shader programming to bring life to your Unity projects About This Book This book will help you master the technique of physically based shading in Unity 5 to add realism to your game quickly through precise recipes From an eminent author, this book offers you the fine technicalities of professional post-processing effects for stunning results This book will help you master Shader programming through easy-to-follow examples to create stunning visual effects that can be used in 3D games and high quality graphics. Who This Book Is For Unity Effects and Shader Cookbook is written for developers who want to create their first Shaders in Unity 5 or wish to take their game to a whole new level by adding professional post-processing effects. A solid understanding of Unity is required. What You Will Learn Understand physically based rendering to fit the aesthetic of your game Enter the world of post-processing effects to make your game look visually stunning Add life to your materials, complementing Shader programming with interactive scripts Design efficient Shaders for mobile platforms without sacrificing their realism Use state-of-the-art techniques such as volumetric explosions and fur shading Build your knowledge by understanding how Shader models have evolved and how you can create your own Discover what goes into the structure of Shaders and why lighting works the way it does Master the math and algorithms behind the most used lighting models In Detail their introduction to Unity, Shaders have been notoriously difficult to understand and implement in games: complex mathematics have always stood in the way of creating your own Shaders and attaining that level of realism you crave. With Shaders, you can transform your game into a highly polished, refined product with Unity's post-processing effects. Unity Shaders and Effects Cookbook is the first of its kind to bring you the secrets of creating Shaders for Unity3D—guiding you through the process of understanding vectors, how lighting is constructed with them, and also how textures are used to create complex effects without the heavy math. We'll start with essential lighting and finishing up by creating stunning screen Effects just like those in high quality 3D and mobile games. You'll discover techniques including normal mapping, image-based lighting, and how to animate your models inside a Shader. We'll explore the secrets behind some of the most powerful techniques, such as physically based rendering! With Unity Shaders and Effects Cookbook, what seems like a dark art today will be second nature by tomorrow. Style and approach The recipes in this book contain step-by-step instructions, complemented by screenshots and code, and real-world examples.

The art of programming mechanics -- Real world mechanics -- Animation mechanics -- Game rules and mechanics -- Character mechanics -- Player mechanics -- Environmental mechanics -- Mechanics for external forces.

Harness the power of procedural content generation to design unique games with Unity About This Book Learn the basics of PCG development Develop a 2D game from start to finish Explore all the different ways PCG can be applied in games Who This Book Is For This book is for Unity game developers, especially those who work on indie games. You should be familiar with Unity and C# scripting but you'll be able to jump in and start learning PCG straightaway. What You Will Learn Understand the theory of Procedural Content Generation Learn the uses of Pseudo Random Numbers

Create reusable algorithm designs for PCG Evaluate the data structures for PCG Develop smaller games with larger amounts of content Generate content instead of spending time designing every minute detail Learn when and how to add PCG to your game Learn the fundamental techniques of PCG In Detail Procedural Content Generation is a process by which game content is developed using computer algorithms, rather than through the manual efforts of game developers. This book teaches readers how to develop algorithms for procedural generation that they can use in their own games. These concepts are put into practice using C# and Unity is used as the game development engine. This book provides the fundamentals of learning and continued learning using PCG. You'll discover the theory of PCG and the mighty Pseudo Random Number Generator. Random numbers such as die rolls and card drafting provide the chance factor that makes games fun and supplies spontaneity. This book also takes you through the full development of a 2D game. Starting with level generation, you'll learn how PCG can make the game environment for you. You'll move into item generation and learn the different techniques to procedurally create game items. Thereafter, you'll be guided through the more abstract PCG areas such as scaling difficulty to the player and even generating music! The book helps you set up systems within your games where algorithms create computationally generated levels, art assets, quests, stories, characters, and weapons: these can substantially reduce the burden of manually creating every aspect of the game. Finally, you'll get to try out your new PCG skills on 3D terrain generation. Style and approach An easy-to-follow, project-based guide that will let you build a complete game by the end of the book using PCG.

Over 60 recipes to help you create professional and exquisite UIs to make your games more immersive About This Book Design and develop interactive and professional user interfaces (UIs) for games in Unity Discover how to implement and deal with various in-game UI elements that will impress your players This practical recipe guide will help you to efficiently create powerful and remarkable UIs using C# code Who This Book Is For If you are a game developer with some experience in Unity and C# and want to create the best interactive experience fast and intuitively, then this book is for you. If you are an intermediate game developer or an expert, these recipes will help you bring out the power of the new UI Unity system. What You Will Learn Implement different kinds of counters and healthbars Deal with timers and find out how to format them Animate and vivify UI elements Handle runtime customizations Add complex Head-up displays (HUDs) Design and implement 3D UIs Integrate minimaps in the UI In Detail With the increasing interest in game development, it's essential to design and implement a UI that reflects the game settings and shows the right information to the player. The Unity system is used to create complex and aesthetically pleasing user interfaces in order to give a professional look and feel to a game. Although the new Unity UI system is powerful and quite easy to use, by integrating it with C# scripts, it's possible to realize the potential of this system and bring an impressive UI to games. This guide is an invaluable collection of recipes if you are planning to use Unity to develop a game. Starting with the basic concepts of the UI components, we'll take you all the way through to creating complex user interfaces by including animations and dynamics elements. Based on real-world problems, these recipes will start by showing you how to make common UI elements such as counters and healthbars. You will then get a walkthrough of how to manage time using timers, and will learn how to format them. You will move on to decorating and animating the UI elements to vivify them and give them a professional touch. Furthermore, you will be guided into the 3D UI world and into HUD scripting. Finally, you will discover how to implement complex minimaps in the interface. Style and approach Interactive, easy-to-follow recipes will help you create and implement UIs that make gaming an exhilarating experience.

Applied New Testament Bible Commentary
Unity Game Development Essentials
Meteoroids
The American Freemason's New Monthly Magazine
Unity 3D and PlayMaker Essentials
Unity in Embedded System Design and Robotics

Unity is a feature-rich, fully-integrated development engine that provides out-of-the-box functionality for the creation of interactive 3D content. It is an exciting engine that has a rich and sophisticated animation system called Mecanim. Unity Animation Essentials offers a comprehensive introduction to powerful animation tools and principles in Unity, which can be used to make great games. This book starts by exploring core animation concepts and then dives deeper to demonstrate their practical application in real-time games. This book shares extensive and useful insights to create animations using a professional grade workflow, and to create responses and interactive scenes. Each chapter focuses on a specific range of topics, from timing and events to character animation and particle systems. By the end of the book, you should be able to fully utilize the powers of Mecanim and Unity.

The 2-volume set LNCS 10324 and 10325 constitutes the refereed proceedings of the 4th International Conference on Augmented Reality, Virtual Reality, and Computer Graphics, AVR 2017, held in Ugento, Italy, in June 2017. The 54 full papers and 24 short papers presented were carefully reviewed and selected from 112 submissions. The papers are organized in the following topical sections: virtual reality; augmented and mixed reality; computer graphics; human-computer interaction; applications of VR/AR in medicine; and applications of VR/AR in cultural heritage.

Includes, beginning Sept. 15, 1954 (and on the 15th of each month, Sept.-May) a special section: School library journal, ISSN 0000-0035, (called Junior libraries, 1954-May 1961). Also issued separately.

Risk management deals with prevention, decision-making, action taking, crisis management and recovery, taking into account the consequences of unexpected events. The authors of this book are interested in ecological processes, human behavior, as well as the control and management of life-critical systems, which are potentially highly automated. Three main attributes define life-critical systems, i.e. safety, efficiency and comfort. They typically lead to complex and time-critical issues and can belong to domains such as transportation (trains, cars, aircraft), energy (nuclear, chemical engineering), health, telecommunications, manufacturing and services. The topics covered relate to risk management principles, methods and tools, and reliability assessment: human errors as well as system failures, socio-organizational issues of crisis occurrence and management, co-operative work including human–machine cooperation and CSCW (computer-supported cooperative work): task and function allocation, authority sharing, interactivity, situation awareness, networking and management evolution and lessons learned from Human-Centered Design.

First Joint International Conference, JCSG 2015, Huddersfield, UK, June 3-4, 2015, Proceedings

Unity 2020 Virtual Reality Projects

Getting Started with Unity 5

An enjoyable and intuitive approach to getting started with C# programming and Unity, 5th Edition

A Step-by-Step Guide

Sources of Meteors on Earth and Beyond

Explore the latest features of Unity and build VR experiences including first-person interactions, audio fireball games, 360-degree media, art gallery tours, and VR storytelling Key FeaturesDiscover step-by-step instructions and best practices to begin your VR development journeyExplore Unity features such as URP rendering, XR Interaction Toolkit, and ProBuilderBuild impressive VR-based apps and games that can be experienced using modern devices like Oculus Rift and Oculus QuestBook Description This third edition of the Unity Virtual Reality (VR) development guide is updated to cover the latest features of Unity 2019.4 or later versions - the leading platform for building VR games, applications, and immersive experiences for contemporary VR devices. Enhanced with more focus on growing components, such as Universal Render Pipeline (URP), extended reality (XR) plugins, the XR Interaction Toolkit package, and the latest VR devices, this edition will help you to get up to date with the current state of VR. With its practical and project-based approach, this book covers the specifics of virtual reality development in Unity. You'll learn how to build VR apps that can be experienced with modern devices from Oculus, VIVE, and others. This virtual reality book presents lighting and rendering strategies to help you build cutting-edge graphics, and explains URP and rendering concepts that will enable you to achieve realism for your apps. You'll build real-world VR experiences using world space user interface canvases, locomotion and teleportation, 360-degree media, and timeline animation, as well as learn about important VR development concepts, best practices, and performance optimization and user experience strategies. By the end of this Unity book, you'll be fully equipped to use Unity to develop rich, interactive virtual reality experiences. What you will learnUnderstand the current state of virtual reality and VR consumer productsGet started with Unity by building a simple diorama scene using Unity Editor and imported assetsConfigure your Unity VR projects to run on VR platforms such as Oculus, SteamVR, and Windows immersive MRDesign and build a VR storytelling animation with a soundtrack and timelinesImplement an audio fireball game using game physics and particle systemsUse various software patterns to design Unity events and interactable componentsDiscover best practices for lighting, rendering, and post-processingWho this book is for Whether you're a non-programmer unfamiliar with 3D computer graphics or experienced in both but new to virtual reality, if you're interested in building your own VR games or applications, this Unity book is for you. Any experience in Unity will be useful but is not necessary.

The first book of its kind, Unity in Embedded System Design and Robotics provides a step-by-step guide to Unity for embedded system design and robotics. It is an open gateway for anyone who wants to learn Unity through real projects and examples as well as a particularly useful aid for both professionals and students in the fields of embedded system design and robotics. Each chapter contains a unique project. The user is guided through the different windows and sections of Unity every step of the way. The book also includes projects that connect Unity to Arduino and Raspberry Pi, which will help readers better understand various Unity applications in the real world.

The wisdom found in God's Word is timeless, as relevant today as when it was first written. And the challenge for believers remains unchanged: how do we apply these truths to our everyday world? The Applied Commentary series is a fresh approach to Bible study, connecting great wisdom with your life today. Each Scripture passage is enhanced with insights on key themes and ideas. Featured articles provide a deeper look at essential concepts, while the contemporary language allows for easy reading. And because some subjects are open to interpretation for discussion, we've included perspectives from leading theologians from all backgrounds and denominations. The result? An interactive approach to Scripture that will challenge your ideas and build your faith—which is what reading the Bible is all about.

An example-based practical guide to get you up and running with Unity 5.x About This Book The most updated resource on Unity 5.x with comprehensive discussion on all the new features of Unity 5.x Understand the core concepts surrounding Unity5 game development with this power-packed hands-on guide Brush up your existing game development skills and create games that have a brilliant gameplay using the excellent examples from this book Who This Book Is For The ideal target audience for this book would be game developers. They need not have previous experience with Unity since this book will cover all the basics about game development with unity. This would also be a very good resource for Unity developers who want to brush up their basic Unity skills and also get up and running with creating interesting games with Unity 5.x. What You Will Learn Understand core Unity concepts, such as game objects, components, and scenes Learn level design techniques for building immersive and interesting worlds Learn to make functional games with C# scripting Use the toolset creatively to build games of different themes and styles Learn to handle player controls and input functionality Dive into the process of working with terrains and world-creation tools Import custom content into Unity from third-party tools, such as Maya and Blender Get to grips with making both 2D and 3D games In Detail Unity is an exciting and popular engine in the game industry. Throughout this book, you'll learn how to use Unity by making four fun game projects, from shooters and platformers to exploration and adventure games. Unity 5 By Example is an easy-to-follow guide for quickly learning how to use Unity in practical context, step by step, by making real-world game projects. Even if you have no previous experience of Unity, this book will help you understand the toolset in depth. You'll learn how to create a time-critical collection game, a twin-stick space shooter, a platformer, and an action-fest game with intelligent enemies. In clear and accessible prose, this book will present you with step-by-step tutorials for making four interesting games in Unity 5 and explain all the fundamental concepts along the way. Starting from the ground up and moving toward an intermediate level, this book will help you establish a strong foundation in making games with Unity 5. Style and approach This book would be a very unique resource for any game developer who wants to get up and running with Unity. The unique example based approach will take you through the most basic games towards the more complex ones and will gradually build your skill level.

Containing Obvious Definitions and Rules for Speaking and Writing Correctly

Serious Games

Holstein-Friesian World

Basic Math for Game Development with Unity 3D

5th EAI International Conference, FABULOUS 2021, Virtual Event, May 6–7, 2021, Proceedings

The Theory and Practice of Sound for Games

A #1 bestseller on Amazon for early childhood education with more than half a million copies in print, Teach Your Child to Read in 100 Easy Lessons will give your child the reading skills needed now for a better chance at tomorrow, while bringing you and your child closer together. Is your child halfway through first grade and still unable to read? Is your preschooler bored with coloring and ready for reading? Do you want to help your child read, but are afraid you'll do something wrong? Teach Your Child to Read in 100 Easy Lessons is a complete, step-by-step program that shows patents simply and clearly how to teach their children to read. Twenty minutes a day is all you need, and within 100 teaching days your child will be reading on a solid second-grade reading level. It's a sensible, easy-to-follow, and enjoyable way to help your child gain the essential skills of reading. Everything you need is here—no paste, no scissors, no flash cards, no complicated directions—just you and your child learning together. One hundred lessons, fully illustrated and color-coded for clarity, give your child the basic and more advanced skills needed to become a good reader.

This fifth edition of the popular C# guide helps you learn the building blocks of C# language, right from variables to classes and exception handling. After getting to grips with the basics of C# programming, it takes you through the world of Unity game development and how you can apply C# knowledge using game development examples.

This second volume of the three-volume set (CCIS 1193, CCIS 1194, and CCIS 1195) constitutes the refereed proceedings of the First International Conference on Applied Technologies, ICAT 2019, held in Quito, Ecuador, in December 2019. The 124 full papers were carefully reviewed and selected from 328 submissions. The papers are organized according to the following topics: technology trends; computing; intelligent systems; machine vision; security; communication; electronics; e-learning; e-government; e-participation.

Build fully functional, professional 3D games with realistic environments, sound, dynamic effects, and more!

Unity 5.x Shaders and Effects Cookbook

Game Development with Unity
Holistic Game Development with Unity
Unity in Action
Unity 5.x By Example