

Unity For Architectural Visualization Boeykens Stefan Gawade Mrunal

Novel trends and innovations have enhanced contemporary educational environments. When applied properly, these computing advances can create enriched learning opportunities for students. Mobile Technologies and Augmented Reality in Open Education is a pivotal reference source for the latest academic research on the integration of interactive technology and mobile applications in online and distance learning environments. Highlighting scholarly perspectives across numerous topics such as wearable technology, instructional design, and flipped learning, this book is ideal for educators, professionals, practitioners, academics, and graduate students interested in the role of augmented reality in modern educational contexts.

This is the eBook of the printed book and may not include any media, website access codes, or print supplements that may come packaged with the bound book. Master the Newest Blender Techniques for Creating Amazing 3D Characters: From Design and Modeling to Video Compositing Now fully updated for Blender 2.78b and beyond, Learning Blender, Second Edition, walks you through every step of creating an outstanding 3D animated character with Blender, and then compositing it in a real video using a professional workflow. This edition covers the powerful new selection and modeling tools, as well as high-efficiency improvements related to other parts of the project such as texture painting, shading, rigging, rendering, and compositing. Still the only Blender tutorial to take you from preproduction to final result, this guide is perfect for both novices and those moving from other software to Blender (open source and free software). Author Oliver Villar provides full-color, hands-on chapters that cover every aspect of character creation: design, modeling, unwrapping, texturing, shading, rigging, animation, and rendering. He also walks you through integrating your animated character into a real-world video, using professional camera tracking, lighting, and compositing techniques. The rich companion website (blendtuts.com/learning-blender-files) will help you quickly master even the most complex techniques with bonus contents like video tutorials. By the time you're done, you'll be ready to create outstanding characters for all media-and you'll have up-to-date skills for any 3D project, whether it involves characters or not. Learn Blender's updated user interface, navigation, and selection techniques Create your first scene with Blender and the Blender Render and Cycles render engines Organize an efficient, step-by-step pipeline to streamline workflow in any project Master modeling, unwrapping, and texturing Bring your character to life with materials and shading Create your character's skeleton and make it walk Use Camera Tracking to mix 3D objects into a real-world video Transform a raw rendered scene into the final result using Blender's compositing nodes Register your product at informit.com/register for convenient access to downloads, updates, and corrections as they become available.

Can scholars generate knowledge and pedagogies that bolster local and global forms of resistance to U.S. imperialism, racial/gender oppression, and the economic violence of capitalist globalization? This book explores what happens when scholars create active engagements between the academy and communities of resistance. In so doing, it suggests a new direction for antiracist and feminist scholarship, rejecting models of academic radicalism that remain unaccountable to grassroots social movements. The authors explore the community and the academy as interlinked sites of struggle. This book provides models and the opportunity for critical reflection for students and faculty as they struggle to align their commitments to social justice with their roles in the academy. At the same time, they explore the tensions and challenges of engaging in such contested work.

This book introduces readers to the fundamentals of creating presentation graphics using R, based on 100 detailed and complete scripts. It shows how bar and column charts, population pyramids, Lorenz curves, box plots, scatter plots, time series, radial polygons, Gantt charts, heat maps, bump charts, mosaic and balloon charts, and a series of different thematic map types can be created using R's Base Graphics System. Every example uses real data and includes step-by-step explanations of the figures and their programming. The open source software R is an established standard and a powerful tool for various visualizing applications, integrating nearly all technologies relevant for data visualization. The basic software, enhanced by more than 7000 extension packs currently freely available, is intensively used by organizations including Google, Facebook and the CIA. The book serves as a comprehensive reference guide to a broad variety of applications in various fields. This book is intended for all kinds of R users, ranging from experts, for whom especially the example codes are particularly useful, to beginners, who will find the finished graphics most helpful in learning what R can actually deliver.

Materials, Applications and Reliability

Power GaN Devices

A Comparative Grammar of the French, Italian, Spanish and Portuguese Languages

Mixed Reality and Gamification for Cultural Heritage

Pygmalion's Spectacles

Google SketchUp for Game Design

Independent Game Programming with C#

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

"Chemistry from First Principles" examines the appearance of matter in its most primitive form. It features the empirical rules of chemical affinity that regulate the synthesis and properties of molecular matter, analyzes the compatibility of the theories of chemistry with the quantum and relativity theories of physics, formulates a consistent theory based on clear physical pictures and manageable mathematics to account for chemical concepts such as the structure and stability of atoms and molecules. This text also explains the self-similarity between space-time, nuclear structure, covalent assembly, biological growth, planetary systems, and

galactic conformation.

Written with a fast-paced but friendly and engaging approach, this Packt Beginner's Guide is designed to be placed alongside the computer as your guide and mentor. Step-by-step tutorials are bolstered by explanations of the reasoning behind what you are doing. You will quickly pick up the necessary skills, tips, and tricks for building a successful Joomla! website. This book is written for beginners to website design. By the end of the book you will have built a complete custom content managed website, and be ready to build any kind of website.

New Directions and Paradigms for the Study of Greek Architecture collects chapters by nearly three dozen scholars who describe recent discoveries, new theoretical frameworks, and applications of cutting-edge techniques in their architectural research.

A Hands-On Guide to Creating 3D Animated Characters

Developing 2D Games with Unity

Beginner's Guide : Create 3D Game Worlds Complete with Textures, Levels, and Props

Envisioning Architecture

Smart Materials and Technologies in Architecture

Interdisciplinary Dialogues in the Field

Antiracism, Feminism, and Social Change

How would the humanities change if we grappled with the ways in which digital and virtual places are designed, experienced, and critiqued? In *Rethinking Virtual Places*, Erik Malcolm Champion draws from the fields of computational sciences and other place-related disciplines to argue for a more central role for virtual space in the humanities. For instance, recent developments in neuroscience could improve our understanding of how people experience, store, and recollect place-related encounters. Similarly, game mechanics using virtual place design might make digital environments more engaging and learning content more powerful and salient. In addition, Champion provides a brief introduction to new and emerging software and devices and explains how they help, hinder, or replace our traditional means of designing and exploring places. Perfect for humanities scholars fascinated by the potential of virtual space, *Rethinking Virtual Places* challenges both traditional and recent evaluation methods to address the complicated problem of understanding how people evaluate and engage with the notion of place.

Mixed Reality is moving out of the research-labs into our daily lives. It plays an increasing role in architecture, design and construction. The combination of digital content with reality creates an exciting synergy that sets out to enhance engagement within architectural design and construction. State-of-the-art research projects on theories and applications within Mixed Reality are presented by leading researchers covering topics in architecture, design collaboration, construction and education. They discuss current projects and offer insight into the next wave of Mixed Reality possibilities.

Here is the story that presented virtual reality to the world. Dan Berk meets an Elfin professor who has invented a pair of goggles that allow the wearer to enter completely into the action of a story. Sometimes it can be hard to remember that it isn't real, or is it?

Computer and video games are leaving the PC and conquering the arena of everyday life in the form of mobile applications—the result is new types of cities and architecture. How do these games alter our perception of real and virtual space? What can the designers of physical and digital worlds learn from one another?

8th International Conference, EuroMed 2020, Virtual Event, November 2–5, 2020, Revised Selected Papers

Krzysztof Penderecki

Activist Scholarship

for Phones, Tablets, and Desktop

Space Time Play

100 Examples

With Machine Learning, Neural Networks and Artificial Intelligence

Describes the visual and mental models by which urban environment has been recognized, depicted and planned. This analysis draws from geography, critical theory, architecture, literature and painting to identify these maps of the city - as a work of art, as panorama and as spectacle.

Communication within project-based environments presents special challenges. This is especially true within the construction industry, where interaction tends to be characterised by unfamiliar groups of people coming together for short periods before disbanding to work on other endeavours. This book examines communication at a number of levels ranging from interpersonal interactions between project participants to corporate communication between organizations. Several non-typical perspectives on the process of communication are introduced to encourage the reader to think about communication in a more innovative manner. The combination of differing perspectives illustrates the diversity of communication problems facing those working within project-based environments. Practical guidance is provided on possible solutions to communication problems, and a number of examples and case studies are presented.

Get started with MATLAB for deep learning and AI with this in-depth primer. In this book, you start with machine learning fundamentals, then move on to neural networks, deep learning, and then convolutional neural networks. In a blend of fundamentals and applications, MATLAB Deep Learning employs MATLAB as the underlying programming language and tool for the examples and case studies in this book. With this book, you'll be able to tackle some of today's real world big data, smart bots, and other complex data problems. You'll see how deep learning is a complex and more intelligent aspect of machine learning for modern smart data analysis and usage. What You'll Learn Use MATLAB for deep learning Discover neural networks and multi-layer neural networks Work with convolution and pooling layers Build a MNIST example with these layers Who This Book Is For Those who want to learn deep learning using MATLAB. Some MATLAB experience may be useful.

JavaScript lets you supercharge your HTML with animation, interactivity, and visual effects—but many web designers find the language hard to learn. This easy-to-read guide not only covers JavaScript basics, but also shows you how to save time and effort with the jQuery and jQuery UI libraries of prewritten JavaScript code. You'll build web pages that feel and act like desktop programs—with little or no programming. The important stuff you need to know: Pull back the curtain on JavaScript. Learn how to build a basic program with this language. Get up to speed on jQuery. Quickly assemble JavaScript programs that work well on multiple web browsers. Transform your user interface. Learn jQuery UI, the JavaScript library for interface features like design themes and controls. Make your pages interactive. Create JavaScript events that react to visitor actions. Use animations and effects. Build drop-down navigation menus, pop-ups, automated slideshows, and more. Collect data with web forms. Create easy-to-use forms that ensure more accurate visitor responses. Practice with living examples. Get step-by-step tutorials for web projects you can build yourself.

A Foundation

Chemistry from First Principles

Mobile Technologies and Augmented Reality in Open Education

Theory and Practice

A Bio-bibliography

The Go Programming Language

Its Historical Imagery and Architectural Entertainments

Unity for Architectural Visualization Packt Publishing Ltd

The Go Programming Language is the authoritative resource for any programmer who wants to learn Go. It shows how to write clear and idiomatic Go to solve real-world problems. The book does not assume prior knowledge of Go nor experience with any specific language, so you'll find it accessible whether you're most comfortable with JavaScript, Ruby, Python, Java, or C++. The first chapter is a tutorial on the basic concepts of Go, introduced through programs for file I/O and text processing, simple graphics, and web clients and servers. Early chapters cover the structural elements of Go programs: syntax, control flow, data types, and the organization of a program into packages, files, and functions. The examples illustrate many packages from the standard library and show how to create new ones of your own. Later chapters explain the package mechanism in more detail, and how to build, test, and maintain projects using the go tool. The chapters on methods and interfaces introduce Go's unconventional approach to object-oriented programming, in which methods can be declared on any type and interfaces are implicitly satisfied. They explain the key principles of encapsulation, composition, and substitutability using realistic examples. Two chapters on concurrency present in-depth approaches to this increasingly important topic. The first, which covers the basic mechanisms of goroutines and channels, illustrates the style known as communicating sequential processes for which Go is renowned. The second covers more traditional aspects of concurrency with shared variables. These chapters provide a solid foundation for programmers encountering concurrency for the first time. The final two chapters explore lower-level features of Go. One covers the art of metaprogramming using reflection. The other shows how to use the unsafe package to step outside the type system for special situations, and how to use the cgo tool to create Go bindings for C libraries. The book features hundreds of interesting and practical examples of well-written Go code that cover the whole language, its most important packages, and a wide range of applications. Each chapter has exercises to test your understanding and explore extensions and alternatives. Source code is freely available for download from <http://gopl.io/> and may be conveniently fetched, built, and installed using the go get command.

This volume on virtual and augmented reality (VR/AR) and gamification for cultural heritage offers an insightful introduction to the theories, development, recent applications and trends of the enabling technologies for mixed reality and gamified interaction in cultural heritage and creative industries in general. It has two main goals: serving as an introductory textbook to train beginning and experienced researchers in the field of interactive digital cultural heritage, and offering a novel platform for researchers in and across the culturally-related disciplines. To this end, it is divided into two sections following a pedagogical model developed by the focus group of the first EU Marie S. Curie Fellowship Initial Training Network on Digital Cultural Heritage (ITN-DCH): Section I describes recent advances in mixed reality enabling technologies, while section II presents the latest findings on interaction with 3D tangible and intangible digital cultural heritage. The sections include selected contributions from some of the most respected scholars, researchers and professionals in the fields of VR/AR, gamification, and digital heritage. This book is intended for all heritage professionals, researchers, lecturers and students who wish to explore the latest mixed reality and gamification technologies in the context of cultural heritage and creative

industries. It pursues a pedagogic approach based on trainings, conferences, workshops and summer schools that the ITN-DCH fellows have been following in order to learn how to design next-generation virtual heritage applications, systems and services.

Annotation Creating video game environments similar to the best 3D games on the market is now within the capability of hobbyists for the first time, with the free availability of game development software such as Unity 3D, and the ease with which groups of enthusiasts can get together to pool their skills for a game project. The sheer number of these independent game projects springing up means there is a constant need for game art, the physical 3D environment and objects that inhabit these game worlds. Now thanks to Google there is an easy, fun way to create professional game art, levels and props. Google SketchUp is the natural choice for beginners to game design. This book provides you with the workflow to quickly build realistic 3D environments, levels, and props to fill your game world. In simple steps you will model terrain, buildings, vehicles, and much more. Google SketchUp is the ideal entry level modeling tool for game design, allowing you to take digital photographs and turn them into 3D objects for quick, fun, game creation. SketchUp for Game Design takes you through the modeling of a game level with SketchUp and Unity 3D, complete with all game art, textures and props. You will learn how to create cars, buildings, terrain, tools and standard level props such as barrels, fencing and wooden pallets. You will set up your game level in Unity 3D to create a fully functional first person walk-around level to email to your friends or future employers. When you have completed the projects in this book, you will be comfortable creating 3D worlds, whether for games, visualization, or films.

Learning Blender

Communication in Construction

Unity for Architecture Visualization

Unity Game Development Essentials

New Directions and Paradigms for the Study of Greek Architecture

The City of Collective Memory

Building JavaScript Games

Museum Thresholds is a progressive, interdisciplinary volume and the first to explore the importance and potential of entrance spaces for visitor experience. Bringing together an international collection of writers from different disciplines, the chapters in this volume offer different theoretical perspectives on the nature of engagement, interaction and immersion in threshold spaces, and the factors which enable and inhibit those immersive possibilities. Organised into themed sections, the book explores museum thresholds from three different perspectives. Considering them first as a problem space, the contributors then go on to explore thresholds through different media and, finally, draw upon other subjects and professions, including performance, gaming, retail and discourse studies, in order to examine them from an entirely new perspective. Drawing upon examples that span Asia, North America and Europe, the authors set the entrance space in its historical, social and architectural contexts. Together, the essays show how the challenges posed by the threshold can be rethought and reimagined from a variety of perspectives, each of which have much to bring to future thinking and design. Combining both theory and practice, Museum Thresholds should be essential reading for academics, researchers and postgraduate students working in museum studies, digital heritage, architecture, design studies, retail studies and media studies. It will also be of great interest to museum practitioners working in a wide variety of institutions around the globe.

Beginning C# Object-Oriented Programming brings you into the modern world of development as you master the fundamentals of programming with C# and learn to develop efficient, reusable, elegant code through the object-oriented programming (OOP) methodology. Take your skills out of the 20th century and into this one with Dan Clark's accessible, quick-paced guide to C# and object-oriented programming, completely updated for .NET 4.0 and C# 4.0. As you develop techniques and best practices for coding in C#, one of the world's most popular contemporary languages, you'll experience modeling a "real world" application through a case study, allowing you to see how both C# and OOP (a methodology you can use with any number of languages) come together to make your code reusable, modern, and efficient. With more than 30 fully hands-on activities, you'll discover how to transform a simple model of an application into a fully-functional C# project, including designing the user interface, implementing the business logic, and integrating with a relational database for data storage. Along the way, you will explore the .NET Framework, the creation of a Windows-based user interface, a web-based user interface, and service-oriented programming, all using Microsoft's industry-leading Visual Studio 2010, C#, Silverlight, the Entity Framework, and more.

This book constitutes the refereed post-conference proceedings of the 8th International Conference on Digital Heritage, EuroMed 2020, held virtually in November 2020. The 37 revised project papers and 30 revised short papers presented were carefully reviewed and selected from 326 submissions. The papers are on topics such as digital data acquisition technologies in CH/2D and 3D data capture methodologies and data processing; remote sensing for archaeology and cultural heritage management and monitoring; interactive environments and applications; reproduction techniques and rapid prototyping in CH; e-Libraries and e-Archives in cultural heritage; virtual museum applications (e-Museums and e-Exhibitions); visualisation techniques (desktop, virtual and augmented reality); storytelling and authoring tools; tools for education; 2D and 3D GIS in cultural heritage; and on-site and remotely sensed data collection.

Virtual and augmented reality is the next frontier of technological innovation. As technology exponentially evolves, so do the ways in which humans interact and depend upon it. Virtual and Augmented Reality: Concepts, Methodologies, Tools, and Applications is a comprehensive reference source for the latest scholarly material on the trends,

techniques, and uses of virtual and augmented reality in various fields, and examines the benefits and challenges of these developments. Highlighting a range of pertinent topics, such as human-computer interaction, digital self-identity, and virtual reconstruction, this multi-volume book is ideally designed for researchers, academics, professionals, theorists, students, and practitioners interested in emerging technology applications across the digital plane.

International Journal for Digital Art History: Issue 3, 2018

Primer

Programming for Everyone in Java

Mixed Reality In Architecture, Design, And Construction

Concepts, Methodologies, Tools, and Applications

The Cambridge Introduction to Narrative

Data Visualisation with R

This book presents the first comprehensive overview of the properties and fabrication methods of GaN-based power transistors, with contributions from the most active research groups in the field. It describes how gallium nitride has emerged as an excellent material for the fabrication of power transistors; thanks to the high energy gap, high breakdown field, and saturation velocity of GaN, these devices can reach breakdown voltages beyond the kV range, and very high switching frequencies, thus being suitable for application in power conversion systems. Based on GaN, switching-mode power converters with efficiency in excess of 99 % have been already demonstrated, thus clearing the way for massive adoption of GaN transistors in the power conversion market. This is expected to have important advantages at both the environmental and economic level, since power conversion losses account for 10 % of global electricity consumption. The first part of the book describes the properties and advantages of gallium nitride compared to conventional semiconductor materials. The second part of the book describes the techniques used for device fabrication, and the methods for GaN-on-Silicon mass production. Specific attention is paid to the three most advanced device structures: lateral transistors, vertical power devices, and nanowire-based HEMTs. Other relevant topics covered by the book are the strategies for normally-off operation, and the problems related to device reliability. The last chapter reviews the switching characteristics of GaN HEMTs based on a systems level approach. This book is a unique reference for people working in the materials, device and power electronics fields; it provides interdisciplinary information on material growth, device fabrication, reliability issues and circuit-level switching investigation.

Helps readers understand what narrative is, how it is constructed, and how it changes when the medium changes.

Mathematics of Computing -- Parallelism.

This volume on Krzysztof Penderecki provides a comprehensive overview of the prolific writings about the composer and his music.

Computer Games, Architecture and Urbanism: The Next Level

Digital Space and Architecture

Museum Thresholds

Unity for Architectural Visualization

Parametric Architecture with Grasshopper

Digital Heritage. Progress in Cultural Heritage: Documentation, Preservation, and Protection

Virtual and Augmented Reality: Concepts, Methodologies, Tools, and Applications

Today, architects and designers are beginning to look toward developments in new "smart" or "intelligent" materials and technologies for solutions to long-standing problems in building design. However, these new materials have so far been applied in a diverse but largely idiosyncratic nature, because relatively few architects have access to information about the types or properties of these new materials or technologies. Two of the leading experts in this field - Addington and Schodek - have solved this problem by incorporating all the relevant information of all the latest technologies available to architects and designers in this one volume. They present materials by describing their fundamental characteristics, and go on to identify and suggest how these same characteristics can be exploited by professionals to achieve their design goals. Here, the wealth of technical understanding already available in the materials science and engineering literature is at last made accessible to a design audience.

Documents the background and implications of a collaborative architectural project executed over Internet by design students and tutors of the Universities of Hong Kong, MIT, Harvard, British Columbia and Washington

This book assumes very little or no knowledge of how computers work, and shows how to write understandable programs in Java. Even though most readers will not wish to become professional programmers, programming is fun and useful, and, in today's world it is important for professionals in any field to appreciate what computers can (and cannot) do well. To reach this level of understanding, Per Brinch Hansen goes beyond the routine skills of a computer user and explains the art of programming in some depth, allowing readers to write Java programs for use on the WWW or

company's Intranet. Although a book about programming with Java, the same methods can be used for systematic programming in such languages as C, Fortran, and Pascal. The book makes a splendid text for a one semester course on beginning programming and is backed by teaching aids available at the author's Website.

Art History is centrally concerned with a vast array of three-dimensional objects, such as sculptures, and spaces, such as architecture. Digital technologies allow the creation of virtual spaces, which in turn allow us to simulate and compare aspects of a visual culture's three-dimensional timespace that cannot be communicated as a single, still image. The third issue, thus, focusses on the third dimension in Art History, and the digital realm that continues to mediate and transform it.

Multiplatform game development in C#

18th EuroXR International Conference, EuroXR 2021, Milan, Italy, November 24-26, 2021, Proceedings

Joomla! 3 Beginner's Guide

The Design and Media of Arrival

MATLAB Deep Learning

Rethinking Virtual Places

Virtual Design Studio

This book constitutes the refereed proceedings of the 18th International Conference on Virtual Reality and Mixed Reality, EuroXR 2021, held in Valencia, Spain, in November 2021. The 8 full and 4 short papers were carefully reviewed and selected from 31 submissions. The conference presents contributions on virtual reality, mixed reality, augmented reality, collaborative virtual environment, tangible user interface, CAD model processing, and others. The papers are organized in the blocks named: Perception and Cognition; Interactive Techniques; Tracking and Rendering; Use case and User study; Short papers.

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

A tutorial packed with practical examples and screenshots to help you become an expert in architectural visualization using Unity. This book is written for students and professional architects who know how to model buildings in 3D and have a need to turn their design into an interactive model, even if you have never used Unity before. Experience with visualization and programming will be helpful, but is not required to follow along. You will learn all the basics throughout with the help of step-by-step examples. The majority of the examples work fine in any recent version of the Unity software, on Windows or Mac, but occasionally features of the Pro version are required.

Follow a walkthrough of the Unity Engine and learn important 2D-centric lessons in scripting, working with image assets, animations, cameras, collision detection, and state management. In addition to the fundamentals, you'll learn best practices, helpful game-architectural patterns, and how to customize Unity to suit your needs, all in the context of building a working 2D game. While many books focus on 3D game creation with Unity, the easiest market for an independent developer to thrive in is 2D games. 2D games are generally cheaper to produce, more feasible for small teams, and more likely to be completed. If you live and breathe games and want to create them then 2D games are a great place to start. By focusing exclusively on 2D games and Unity's ever-expanding 2D workflow, this book gives aspiring independent game developers the tools they need to thrive. Various real-world examples of independent games are used to teach fundamental concepts of developing 2D games in Unity, using the very latest tools in Unity's updated 2D workflow. New all-digital channels for distribution, such as Nintendo eShop, Xbox Live Marketplace, the Playstation Store, the App Store, Google Play, itch.io, Steam, and GOG.com have made it easier than ever to discover, buy, and sell games. The golden age of independent gaming is upon us, and there has never been a better time to get creative, roll up your sleeves, and build that game you've always dreamed about. Developing 2D Games with Unity can show you the way. What You'll Learn Delve deeply into useful 2D topics, such as sprites, tile slicing, and the brand new Tilemap feature. Build a working 2D RPG-style game as you learn. Construct a flexible and extensible game architecture using Unity-specific tools like Scriptable Objects, Cinemachine, and Prefabs. Take advantage of the streamlined 2D workflow provided by the Unity environment. Deploy games to desktop Who This Book Is For Hobbyists with some knowledge of programming, as well as seasoned programmers interested in learning to make games independent of a major studio.

Parallel Program Design

Beginning C# Object-Oriented Programming

Virtual Reality and Mixed Reality

Unity in Action

JavaScript & jQuery: The Missing Manual

Image, Perception and Communication of Heritage

"The handbook introduces the theoretical basis and the main parametric modeling techniques based on algorithms, showing Grasshopper's practical applications and its potentialities in architecture, design and fabrication."--P. [4] of cover.

Building JavaScript Games teaches game programming through a series of engaging, arcade-style games that quickly expand your JavaScript and HTML5 skills. JavaScript is in the top ten most-used programming languages world wide, and is the basis for applications that can run in any modern browser, on any device from smart phone to tablet to PC. Especial emphasis is given to touch-based interface, but all games also run using a regular mouse and keyboard setup. The four games you'll develop from reading this book are: Painter Jewel Jam Penguin Pairs Tick Tick These four games are casual, arcade-style games representing the aim-and-shoot, puzzle, maze, and platform styles of game play. The approach in Building JavaScript Games follows the basic structure of a game rather than the syntax of a language. From almost the very first chapter you are building games to run on your phone or other device and show to your friends. Successive projects teach about handling player input, manipulating game objects, designing game worlds, managing levels, and realism through physics. All told, you'll develop four well-designed games, making Building JavaScript Games one of the most enjoyable ways there is to learn about programming browser-based games. The final chapters in the book contain a very nice bonus of sorts. In them you will find excerpts from interviews with two prominent people from the game industry: Mark Overmars, who is CTO of Tingly Games and creator of GameMaker, and Peter Vesterbacka, the CMO of Rovio Entertainment - the creators of the Angry Birds franchise. Their insight and perspective round off what is already a fun and valuable book.