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Unity 5 Game Optimization

Master performance optimization for Unity3D applications with tips and techniques that cover every aspect of Unity3D Engine

Chris Dickinson

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PUBLISHING

Ebook Unity Game Optimization Chris Dickinson

Dr. Davide Aversa,Chris Dickinson



Ebook Unity Game Optimization Chris Dickinson:

Unity 2017 Game Optimization Chris Dickinson, 2017-11-22 Master a series of performance enhancing coding techniques and methods that help them improve the performance of their Unity3D applications About This Book Discover features and techniques to optimize Unity Engine s CPU cycles memory usage and the GPU throughput of any application Explore multiple techniques to solve performance issues with your VR projects Learn the best practices for project organization to save time through an improved workflow Who This Book Is For This book is intended for intermediate and advanced Unity developers who have experience with most of Unity s feature set and who want to maximize the performance of their game Familiarity with the C language will be needed What You Will Learn Use the Unity Profiler to find bottlenecks anywhere in your application and discover how to resolve them Implement best practices for C scripting to avoid common pitfalls Develop a solid understanding of the rendering pipeline and maximize its performance by reducing draw calls and avoiding fill rate bottlenecks Enhance shaders in a way that is accessible to most developers optimizing them through subtle yet effective performance tweaks Keep your scenes as dynamic as possible by making the most of the Physics engine Organize filter and compress your art assets to maximize performance while maintaining high quality Discover different kinds of performance problems that are critical for VR projects and how to tackle them Use the Mono Framework and C to implement low level enhancements that maximize memory usage and avoid garbage collection Get to know the best practices for project organization to save time through an improved workflow In Detail Unity is an awesome game development engine Through its massive feature set and ease of use Unity helps put some of the best processing and rendering technology in the hands of hobbyists and professionals alike This book shows you how to make your games fly with the recent version of Unity 2017 and demonstrates that high performance does not need to be limited to games with the biggest teams and budgets Since nothing turns gamers away from a game faster than a poor user experience the book starts by explaining how to use the Unity Profiler to detect problems You will learn how to use stopwatches timers and logging methods to diagnose the problem You will then explore techniques to improve performance through better programming practices Moving on you will then learn about Unity s built in batching processes when they can be used to improve performance and their limitations Next you will import your art assets using minimal space CPU and memory at runtime and discover some underused features and approaches for managing asset data You will also improve graphics particle system and shader performance with a series of tips and tricks to make the most of GPU parallel processing You will then delve into the fundamental layers of the Unity3D engine to discuss some issues that may be difficult to understand without a strong knowledge of its inner workings The book also introduces you to the critical performance problems for VR projects and how to tackle them By the end of the book you will have learned to improve the development workflow by properly organizing assets and ways to instantiate assets as quickly and waste free as possible via object pooling Style and approach This practical book will help readers understand the

essentials of the Unity3D engine and how to build games while improving the performance of their applications **Unity 5 Game Optimization** Chris Dickinson, 2015-11-06 Master performance optimization for Unity3D applications with tips and techniques that cover every aspect of the Unity3D Engine About This Book Optimize CPU cycles memory usage and GPU throughput for any Unity3D application Master optimization techniques across all Unity Engine features including Scripting Asset Management Physics Graphics Features and Shaders A practical guide to exploring Unity Engine s many performance enhancing methods Who This Book Is For This book is intended for intermediate and advanced Unity developers who have experience with most of Unity s feature set and who want to maximize the performance of their game Familiarity with the C language will be needed What You Will Learn Use the Unity Profiler to find bottlenecks anywhere in our application and discover how to resolve them Implement best practices for C scripting to avoid common pitfalls Develop a solid understanding of the rendering pipeline and maximize its performance through reducing draw calls and avoiding fill rate bottlenecks Enhance shaders in a way that is accessible to most developers optimizing them through subtle yet effective performance tweaks Keep our scenes as dynamic as possible by making the most of the Physics engine Organize filter and compress our art assets to maximize performance while maintaining high quality Pull back the veil on the Mono Framework and the C Language to implement low level enhancements that maximize memory usage and avoid garbage collection Get to know the best practices for project organization to save time through an improved workflow In Detail Competition within the gaming industry has become significantly fiercer in recent years with the adoption of game development frameworks such as Unity3D Through its massive feature set and ease of use Unity helps put some of the best processing and rendering technology in the hands of hobbyists and professionals alike This has led to an enormous explosion of talent which has made it critical to ensure our games stand out from the crowd through a high level of quality A good user experience is essential to create a solid product that our users will enjoy for many years to come Nothing turns gamers away from a game faster than a poor user experience Input latency slow rendering broken physics stutters freezes and crashes are among a gamer s worst nightmares and it s up to us as game developers to ensure this never happens High performance does not need to be limited to games with the biggest teams and budgets Initially you will explore the major features of the Unity3D Engine from top to bottom investigating a multitude of ways we can improve application performance starting with the detection and analysis of bottlenecks You ll then gain an understanding of possible solutions and how to implement them You will then learn everything you need to know about where performance bottlenecks can be found why they happen and how to work around them This book gathers a massive wealth of knowledge together in one place saving many hours of research and can be used as a quick reference to solve specific issues that arise during product development Style and approach This book is organized based on the major features of Unity engine and should be treated as a reference guide It is written as a series of investigations into both common and unusual performance pitfalls each including a study on why the bottleneck is causing us

problems and a list of enhancements or features that can be used to work around them Differences in effectiveness behaviors or feature sets between Unity 4 x and Unity 5 x will be highlighted

Unity Game Optimization Dr. Davide Aversa,Chris Dickinson,2019-11-29 Get up to speed with a series of performance enhancing coding techniques and methods that will help you improve the performance of your Unity applications Key FeaturesOptimize graphically intensive games using the latest features of Unity such as Entity Component System ECS and the Burst compilerExplore techniques for solving performance issues with your VR projectsLearn best practices for project organization to save time through an improved workflowBook Description Unity engine comes with a great set of features to help you build high performance games This Unity book is your guide to optimizing various aspects of your game development from game characters and scripts right through to animations You ll explore techniques for writing better game scripts and learn how to optimize a game using Unity technologies such as ECS and the Burst compiler The book will also help you manage third party tooling used with the Unity ecosystem You ll also focus on the problems in the performance of large games and virtual reality VR projects in Unity gaining insights into detecting performance issues and performing root cause analysis As you progress you ll discover best practices for your Unity C script code and get to grips with usage patterns Later you ll be able to optimize audio resources and texture files along with effectively storing and using resource files You ll then delve into the Rendering Pipeline and learn how to identify performance problems in the pipeline In addition to this you ll learn how to optimize the memory and processing unit of Unity Finally you ll cover tips and tricks used by Unity professionals to improve the project workflow By the end of this book you ll have developed the skills you need to build interactive games using Unity and its components What you will learnApply the Unity Profiler to find bottlenecks in your app and discover how to resolve themDiscover performance problems that are critical for VR projects and learn how to tackle themEnhance shaders in an accessible way optimizing them with subtle yet effective performance tweaksUse the physics engine to keep scenes as dynamic as possibleOrganize filter and compress art assets to maximize performance while maintaining high qualityUse the Mono framework and C to implement low level enhancements that maximize memory usage and prevent garbage collectionWho this book is for The book is intended for intermediate Unity game developers who wants to maximize the performance of their game The book assumes familiarity with C programming

Unity Game Optimization Davide Aversa,Chris Dickinson,2019-11-29 Get up to speed with a series of performance enhancing coding techniques and methods that will help you improve the performance of your Unity applications Key Features Optimize graphically intensive games using the latest features of Unity such as Electronic Clearance Service ECS and the Burst compiler Explore techniques for solving performance issues with your VR projects Learn best practices for project organization to save time through an improved workflow Book Description Unity engine comes with a great set of features to help you build high performance games This Unity book is your guide to optimizing various aspects of your game development from game characters and scripts right through to animations You ll explore

techniques for writing better game scripts and learn how to optimize a game using Unity technologies such as ECS and the Burst compiler. The book will also help you manage third party tooling used with the Unity ecosystem. You'll also focus on the problems in the performance of large games and virtual reality VR projects in Unity, gaining insights into detecting performance issues and performing root cause analysis. As you progress, you'll discover best practices for your Unity C# script code and get to grips with usage patterns. Later, you'll be able to optimize audio resources and texture files along with effectively storing and using resource files. You'll then delve into the Rendering Pipeline and learn how to identify performance problems in the pipeline. In addition to this, you'll learn how to optimize the memory and processing unit of Unity. Finally, you'll cover tips and tricks used by Unity professionals to improve the project workflow. By the end of this book, you'll have developed the skills you need to build interactive games using Unity and its components.

What you will learn

- Apply the Unity Profiler to find bottlenecks in your app and discover how to resolve them.
- Discover performance problems that are critical for VR projects and learn how to tackle them.
- Enhance shaders in an accessible way, optimizing them with subtle yet effective performance tweaks.
- Use the physics engine to keep scenes as dynamic as possible.
- Organize, filter, and compress art assets to maximize performance while maintaining high quality.
- Use the Mono framework and C# to implement low-level enhancements that maximize memory usage and prevent garbage collection.

Who this book is for

The book is intended for intermediate Unity game developers who want to maximize the performance of their game. The book assumes familiarity with C# programming.

Unity 5 Chris Dickinson, Greg Lukosek, John P. Doran, 2017-07-14

Explore every nook and cranny of Unity 5 to turn your imaginations into reality.

About This Book

Demystify the C# programming language in Unity 5 x

Unleash the power of Unity to create a wide variety of projects in numerous genres and formats.

Master the art of optimization for Unity 5 x applications with tips and techniques that will further enhance your game.

Who This Book Is For

Beginner-level Unity developers who do not have much programming experience.

What You Will Learn

- Master the art of applying C# in Unity.
- Get to know about techniques to turn your game idea into a working project.
- Use loops and collections efficiently in Unity to reduce the amount of code.
- Create and code a good-looking functional UI system for your game.
- Find out how to create exciting and interactive games using GUIs.
- Work with different animation assets and components to enhance your game further.
- Personalize your game by learning how to use Unity's advanced animation system.
- Create, visualize, and edit animated creatures to add to your already amazing game.
- Familiarize yourself with the tools and practices of game development.
- Discover how to create the Game Manager class to generate game levels and develop UI for the game.
- Use the Unity Profiler to find bottlenecks anywhere in your application and discover how to resolve them.
- Implement best practices for C# scripting to avoid common mistakes.

In Detail

Unity is a cross-platform game engine that is used to develop 2D and 3D video games. Unity 5 is the latest version and adds a real-time global illumination to the games, and its powerful new features help to improve a game's efficiency. If you love games and want to learn how to make them but have no idea where to begin, then this

course is built just for you This learning path is divided into three modules which will take you in this incredible journey of creating games The course begins with getting you started with programming behaviors in C so that you can create 2D games in Unity You will begin by installing Unity and learning about its features You will learn how to perform object oriented programming and discover how to manage the game play loop generate game levels and develop a simple UI for the game By the time this module comes to a close you will have mastered the art of applying C in Unity It is now time we put into use what we learned in the previous module into reality as we move onto the second module Here we will be building 7 8 action packed games of different difficulty levels Each project will focus on key Unity features as well as game strategy development This module will mark your transformation from an application developer to a full fledged Unity game developer Who wouldn't love a game that is fully perfect functional and without any glitches The third module deals with just that by teaching how to enhance your game by learning game optimization skills Here you'll gain an understanding of possible solutions to any problem and how to implement them You will then learn everything you need to know about where performance bottlenecks can be found why they happen and how to work around them With this massive wealth of knowledge at the end of this learning path you will be able to leverage an array of game development techniques to create your own basic games while resolving any issues that you encounter Style and approach This learning path should be treated as the complete package necessary for building games It is a step by step guide to develop a game from scratch by applying the fundamentals of C and Unity scripting with a reference guide in the end to solve all your gaming problems

Unity Game Development in 24 Hours, Sams Teach Yourself Mike Geig, 2021-10-08 In just 24 lessons of one hour or less Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 2021 game engine at the heart of Inside Kerbal Space Program Subnautica 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 Four sample game projects illustrate the topics 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 Learn how to Get up and running fast with the Unity 2021 game engine and editor Work efficiently with Unity's graphical asset pipeline Make the most of lights and cameras Sculpt stunning worlds with Unity's terrain and environmental tools Script tasks ranging from capturing input to building complex behaviors Quickly create repeatable reusable game objects with prefabs Implement easy intuitive game user interfaces Control players through built in and custom character controllers Build realistic physical and trigger collisions Leverage the full power of Unity's Animation and Timeline systems Integrate complex audio into your games Use mobile device accelerometers and multi touch displays Build engaging 2D games with Unity's 2D tools and

Tilemap Apply the finishing touches and deploy your games

Windows Performance Toolkit: Unity Game

Optimization, 2017 Learn how to use Windows Performance Toolkit to optimize the performance of your Unity games

Learning C# by Developing Games with Unity 2021 Harrison Ferrone, 2021-10-29 Learn C programming from scratch using Unity as a fun and accessible entry point with this updated edition of the bestselling series Includes invitation to join the online Unity Game Development community to read the book alongside peers Unity developers C programmers and Harrison Ferrone Purchase of the print or Kindle book includes a free eBook in the PDF format Key Features Learn C programming basics terminology and coding best practices Become confident with Unity fundamentals and features in line with Unity 2021 Apply your C knowledge in practice and build a working first person shooter game prototype in Unity Book Description The Learning C by Developing Games with Unity series has established itself as a popular choice for getting up to speed with C a powerful and versatile programming language with a wide array of applications in various domains This bestselling franchise presents a clear path for learning C programming from the ground up through the world of Unity game development This sixth edition has been updated to introduce modern C features with Unity 2021 A new chapter has also been added that covers reading and writing binary data from files which will help you become proficient in handling errors and asynchronous operations The book acquaints you with the core concepts of programming in C including variables classes and object oriented programming You will explore the fundamentals of Unity game development including game design lighting basics player movement camera controls and collisions You will write C scripts for simple game mechanics perform procedural programming and add complexity to your games by introducing smart enemies and damage causing projectiles By the end of the book you will have developed the skills to become proficient in C programming and built a playable game prototype with the Unity game engine What you will learn Follow simple steps and examples to create and implement C scripts in Unity Develop a 3D mindset to build games that come to life Create basic game mechanics such as player controllers and shooting projectiles using C Divide your code into pluggable building blocks using interfaces abstract classes and class extensions Become familiar with stacks queues exceptions error handling and other core C concepts Learn how to handle text XML and JSON data to save and load your game data Explore the basics of AI for games and implement them to control enemy behavior Who this book is for If you're a developer programmer hobbyist or anyone who wants to get started with Unity and C programming in a fun and engaging manner this book is for you You'll still be able to follow along if you don't have programming experience but knowing the basics will help you get the most out of this book **Sams Teach Yourself**

Unity Game Development in 24 Hours Mike Geig, 2014 A complete beginner's guide to game development with the powerful Unity game engine CS Instructor and game designer Mike Geig offers a do it yourself approach to game development with all of the main essentials covered In just 24 hours learn how to get started developing games with Unity with a hands on and modular approach Each chapter covers an essential component of the game development process

illustrated with sample projects and including full source code all 3rd party art assets textures fonts models and all 3rd party sound assets *Unity 2018 Game Development in 24 Hours, Sams Teach Yourself* Mike Geig, 2018-05-01 In just 24 lessons of one hour or less Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 2018 game engine at the heart of Ori and the Blind Forest Firewatch Monument Valley 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 Learn how to Get up and running fast with the Unity 2018 game engine and editor Work efficiently with Unity's graphical asset pipeline Make the most of lights and cameras Sculpt stunning worlds with Unity's terrain and environmental tools Script tasks ranging from capturing input to building complex behaviors Quickly create repeatable reusable game objects with prefabs Implement easy intuitive game user interfaces Control players through built in and custom character controllers Build realistic physical and trigger collisions Leverage the full power of Unity's Animation and new Timeline systems Integrate complex audio into your games Use mobile device accelerometers and multi touch displays Build engaging 2D games with Unity's 2D tools and Tilemap Apply the finishing touches and deploy your games *Unity Game Development Scripting* Kyle D'Aoust, 2014-12-22 If you are new to Unity scripting and want to learn simple and modular code and advance your knowledge to the next level this is the book for you *Learning C# by Developing Games with Unity 2021 - Sixth Edition* Harrison Ferrone, 2021-10-29 Learn C programming from scratch using Unity as a fun and accessible entry point with this updated edition of the bestselling series Key Features Learn C programming basics terminology and coding best practices Become confident with Unity fundamentals and features in line with Unity 2021 Apply your C knowledge in practice and build a working first person shooter game prototype in Unity Book Description The Learning C by Developing Games with Unity series has established itself as a popular choice for getting up to speed with C a powerful and versatile programming language with a wide array of applications in various domains This bestselling franchise presents a clear path for learning C programming from the ground up through the world of Unity game development This sixth edition has been updated to introduce modern C features with Unity 2021 including the new Unity Input Manager and animating with code A new chapter has also been added that covers reading and writing binary data from files which will help you become proficient in handling errors and asynchronous operations The book acquaints you with the core concepts of programming in C including variables classes and object oriented programming You will explore the fundamentals of Unity game development including game design lighting basics player movement camera controls and collisions You will write C scripts for simple game mechanics perform procedural

programming and add complexity to your games by introducing smart enemies and damage causing projectiles By the end of the book you will have developed the skills to become proficient in C programming and built a playable game prototype with the Unity game engine What You Will Learn Follow simple steps and examples to create and implement C scripts in Unity Develop a 3D mindset to build games that come to life Create basic game mechanics such as player controllers and shooting projectiles using C Divide your code into pluggable building blocks using interfaces abstract classes and class extensions Become familiar with stacks queues exceptions error handling and other core C concepts Learn how to handle text XML and JSON data to save and load your game data Explore the basics of AI for games and implement them to control enemy behavior Who this book is for If you re a developer programmer hobbyist or anyone who wants to get started with C programming in a fun and engaging manner this book is for you Prospective Unity game developers will also find this title useful No prior experience in programming or Unity required **Unity Game Development Essentials** Will Goldstone,2009-10-01 Build fully functional professional 3D games with realistic environments sound dynamic effects and more *Unity 3.x Game Development Essentials* Will Goldstone,2011-12-20 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 Holistic Mobile Game Development with Unity Penny de Byl,2014-07-11 Holistic Mobile Game Development with Unity An All In One Guide to Implementing Mechanics Art Design and Programming for iOS and Android Games Master mobile game design and development in this all in one guide to creating iOS and Android games in the cutting edge game engine Unity By using Penny de Byl s holistic method you will learn about the principles of art design and code and gain multidisciplinary skills needed to succeed in the independent mobile games industry In addition hands on exercises will help you throughout the process from design to publication in the Apple App Store and Google Play Store Over 70 practical step by step exercises recreating the game mechanics of contemporary mobile games including Angry Birds Temple Run Year Walk Minecraft Curiosity Cube Fruit Ninja and more Design principles art and programming in unison the one stop shop for indie developers requiring interdisciplinary skills in their small teams An introduction to essential two and three dimensional mathematics geometry and physics concepts A portfolio of royalty free reusable game mechanics and assets Accompanying website www.holistic3d.com features project source code instructional videos art assets author blog and teaching resources Challenge questions and lesson plans are available online for an enhanced learning experience **Hands-On Unity 2020**

Game Development Nicolas Alejandro Borromeo, 2020-07-29 Build immersive game experiences using the new Unity 2020 features with this practical guide Key Features Unleash the capabilities of C# scripting for creating immersive UI graphics Game AI agents and much more Explore Unity's latest tools including Universal Render Pipeline Shader Graph and VFX graph to enhance graphics and animation Get started with building augmented reality experience using Unity's AR Foundation Book Description Over the years the Unity game engine has extended its scope from just being about creating video games to building AR VR experiences complex simulations real time realistic rendering films and serious games for training and education Its features for implementing gameplay graphics and customization using C# programming make Unity a comprehensive platform for developing professional level rich experiences With this book you'll be able to build impressive Unity projects in a step by step manner and apply your knowledge of Unity concepts to create a real world game Complete with hands on tutorials and projects this easy to follow guide will show you how to develop your first complete game using a variety of Unity tools As you make progress you'll learn how to make the most of the Unity Editor and create scripts using the C# programming language This Unity game development book will then take you through integrating graphics sound and animations and manipulating physics to create impressive mechanics for your games You'll also learn how to code a simple AI agent to challenge the user and use profiling tools to ensure that the code runs in a performant way Finally you'll get to grips with Unity's AR Foundation for creating AR experiences for 3D apps and games By the end of this book you'll have developed a complete game and will have built a solid foundation using Unity's tooling ecosystem to develop game projects of any scale What you will learn Write scripts for customizing various aspects of a game such as physics gameplay and UI Program rich shaders and effects using Unity's new Shader Graph and Universal Render Pipeline Implement postprocessing to increase graphics quality with full screen effects Create rich particle systems for your Unity games from scratch using VFX Graph and Shuriken Add animations to your game using the Animator Cinemachine and Timeline Implement game artificial intelligence AI to control character behavior Detect and fix optimization issues using profilers and batching Who this book is for This book is for game developers looking to migrate to the Unity game engine If you are a developer with some exposure to Unity this book will help you explore its latest features Prior experience with C# programming is required to get the most out of the book

Unity Games Mike Berg, Sean Duffy, Eric van de Kerckhove, Anthony Uccello, 2019

Unity in Action Joseph Hocking, 2018-03-27 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 Unity Games by Tutorials Second Edition Raywenderlich Com Team, Mike Berg, Brian Moakley, 2017-11-16 Learn How to Make Games with the Unity game engine Unity is a popular game engine used by both by AAA studios and indie game developers alike This book will introduce you how to create games with Unity whether you have some game development experience or you are a complete beginner By the time you re finished reading this book you will have made 4 complete mini games modeled your own game assets and even played with virtual reality These games include a twin stick shooter a first person shooter a 2D platformer and tower defense game Topics Covered in Unity Games by Tutorials GameObjects Learn about basic building blocks used to create your game Components Customize your GameObjects by the way of components Physics Unleash the power of the built in physics engine Animation Learn how to bring your models to life through Unity s animation system Sound Add depth to your games through Unity s powerful audio tools Pathfinding Learn about the pathfinding system to give direction to your monsters User Interface Provide custom user interfaces for players to use in your game Virtual Reality Convert one of your games to be played in Virtual Reality Modeling Learn the basics of Blender and how to create and animate your creations Publishing Learn how to export your game to your computer web and mobile devices Unity 2D A deep walkthrough on Unity s 2D system And much more including a C quick start guide a Unity API overview and saving game dat Hands-On Unity 2021 Game Development Nicolas Alejandro Borrromeo, 2021-08-20 Achieve mesmerizing game experiences using the latest Unity 2021 features by following a practical approach to building professional games Key Features Unleash the capabilities of C scripting to create

UIs graphics game AI agents and moreExplore Unity s latest tools including Universal Render Pipeline Shader Graph UI Toolkit Visual Scripting and VFX graph to enhance graphics and animationBuild an AR experience using Unity s AR FoundationBook Description Learning how to use Unity is the quickest way to creating a full game but that s not all you can do with this simple yet comprehensive suite of video game development tools Unity is just as useful for creating AR VR experiences complex simulations real time realistic rendering films and practical games for training and education Hands On Unity 2021 Game Development outlines a practical journey to creating your first full game from the ground up building it step by step and applying your knowledge as you progress Complete with hands on tutorials and projects this easy to follow guide will teach you how to develop the game using several Unity tools As you advance you will learn how to use the Unity engine create simple scripts using C integrate graphics sound and animations and manipulate physics to create interesting mechanics for your game You ll be able to apply all the knowledge that you gain to a real world game Later chapters will show you how to code a simple AI agent to challenge the user and use profiling tools to ensure that the code runs efficiently Finally you ll work with Unity s AR tools to create AR experiences for 3D apps and games By the end of this Unity book you will have created a complete game and built a solid foundation in using a wide variety of Unity tools What you will learnExplore both C and Visual Scripting tools to customize various aspects of a game such as physics gameplay and the UIProgram rich shaders and effects using Unity s new Shader Graph and Universal Render PipelineImplement postprocessing to improve graphics quality with full screen effectsCreate rich particle systems for your Unity games from scratch using VFX Graph and ShurikenAdd animations to your game using the Animator Cinemachine and TimelineUse the brand new UI Toolkit package to create user interfacesImplement game AI to control character behaviorWho this book is for This book is best suited for game developers looking to upgrade their knowledge and those who want to migrate their existing skills to the Unity game engine Those with prior Unity knowledge will also benefit from the chapters exploring the latest features While you ll still be able to follow along if you don t have any programming experience knowing the fundamentals of C programming will help you get the most out of this book

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