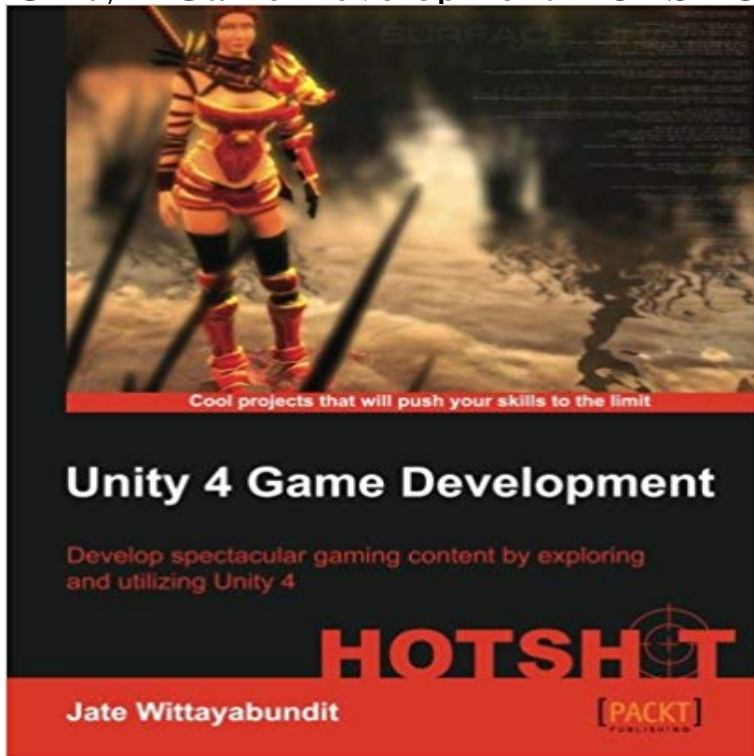# Unity 4 Game Development HOTSHOT

Develop spectacular gaming content by exploring and utilizing Unity 4 Overview Understand the new 2D Sprite and Immediate Mode GUI system (OnGUI()/GUI class) in Unity 4, and the difference between 2D and 3D worlds, with clear instruction and examples. Learn about Mecanim System, AI programming, editor script, and Character Controller programming including scripting and how to adapt it to your needs. Create a Menu for an RPG Game - Add Powerups, Weapons, and Armor. In Detail Immerse yourself in the world of high-end game design by partaking in challenging missions. Start off by working with the Sprite Mode, then learn the basics of creating a UI system for an RPG, and work your way through the game virtually embodying your greatest hero or heroine. Every project is designed to push your Unity skills to the limit and beyond. You will start by creating a 2D platform game with the new 2D sprite feature and move on to the Unity GUI system. Then, you will create a 3D character and make it move. By the end of this book, you will know how to post the players score to the hi-score board. What you will learn from this book Explore 2D Sprite character animation, rigid body, physics raycast, and camera type Create custom UI graphics, scripts, a draggable window, and dynamic UI using the Unity GUI system Code using surface shader programming and learn the basics of shaders Create a rocket launcher, built-in fire particle effect, and custom particle effect Load and save with PlayerPrefs and post the hi-score to the database using PHP and MySQL. Approach An easy-to-follow hands-on step-by-step project. Each project includes the complete source code and assets having screenshots and diagrams. Who this book is written for If you are an experienced user who has a basic knowledge of how to use the Unity game engine, or are an intermediate user who

wants to learn more tips and tricks in using the Unity game engine, this book is ideal for you.

Unity 4 Game Development HOTSHOT by Jate - Eason Oct 17, 2014 I recently received a review copy of another game development book from Packt Publishing: Unity 4 Game Development HOTSHOT by Jate **Unity 4 Game Development HOTSHOT by Jate Wittayabundit - eBay** Unity 4 Game Development HOTSHOT [electronic resource] : develop spectacular gaming content by exploring and utilizing Unity 4. Responsibility: Jate **Unity 4 Game Development Hotshot by Jate - Goodreads** Function/method definitions References D. Shaders and Cg/HLSL Programming ShaderLabproperties Surface shaders #pragmasurface Surface shadersinput **: Unity 3 Game Development Hotshot (9781849691123   Unity 4 Game Development HOTSHOT eBook: Jate -** Buy Unity 4 Game Development HOTSHOT on ? FREE SHIPPING on qualified orders. **B. Coroutines and Yield - Unity 4 Game Development HOTSHOT** Jan 29, 2012 Unity 3 Game Development Hotshot provides a ton of information. With its eight chapters and four appendixes about all kinds of info, this book **Creating a character control script - Unity 4 Game Development** StartCoroutine StartCoroutine starts a coroutine. The execution of coroutine can be paused at any point using the yield statement. The yield return value **Unity 4 Game Development HOTSHOT by Jate Wittayabundit - eBay** Customer support Now that you are the proud owner of a Packt book, we have a number of things to help you to get the most from your purchase. Downloading . **Unity 4 Game Development HOTSHOT PACKT Books** Unity 4 Game Development Hotshot has 9 ratings and 7 reviews. Kirtimaan said: Unity 4 Game Development Hotshot is written for developers who already expl. **WaitForFixedUpdate - Unity 4 Game Development HOTSHOT [Book]** Here, we will first reuse the CameraControl and CharacterControl classes from Project - Selection from Unity 4 Game Development HOTSHOT [Book] **Unity 4 Game Development Hotshot (ebook) Buy Online in South** Unity 4 Game Development HOTSHOT. by Jate Wittayabundit. Format: Ebook. eBooks are available to

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