



Getting Started with Unity

By Patrick Felicia

Packt Publishing. Paperback. Condition: New. 170 pages. Dimensions: 9.2in. x 7.5in. x 0.5in. Learn how to use Unity by creating your very own Outbreak survival game while developing your essential skills Overview Use basic AI techniques to bring your game to life Learn how to use Mecanim; create states and manage them through scripting Use scripting to manage the graphical interface, collisions, animations, persistent data, or transitions between scenes In Detail Unity is a game development engine which is fully integrated with a complete set of intuitive tools and rapid workflows used to create interactive 3D content. Unity is best used for making great games that can deploy to numerous platforms. Getting Started with Unity guides you progressively through the necessary steps to create a survival game using Unity3Ds built-in objects and components, JavaScript, animations with Mecanim, and some basic AI. In this book, you will be introduced to a wide range of the core features used for games developed with Unity3D, including the user interface and much more. Furthermore, you will also learn about essential aspects like transformations, scripting, navigation, and built-in controllers. Beginning with an introduction to the user interface, you will learn the necessary skills required to create...



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