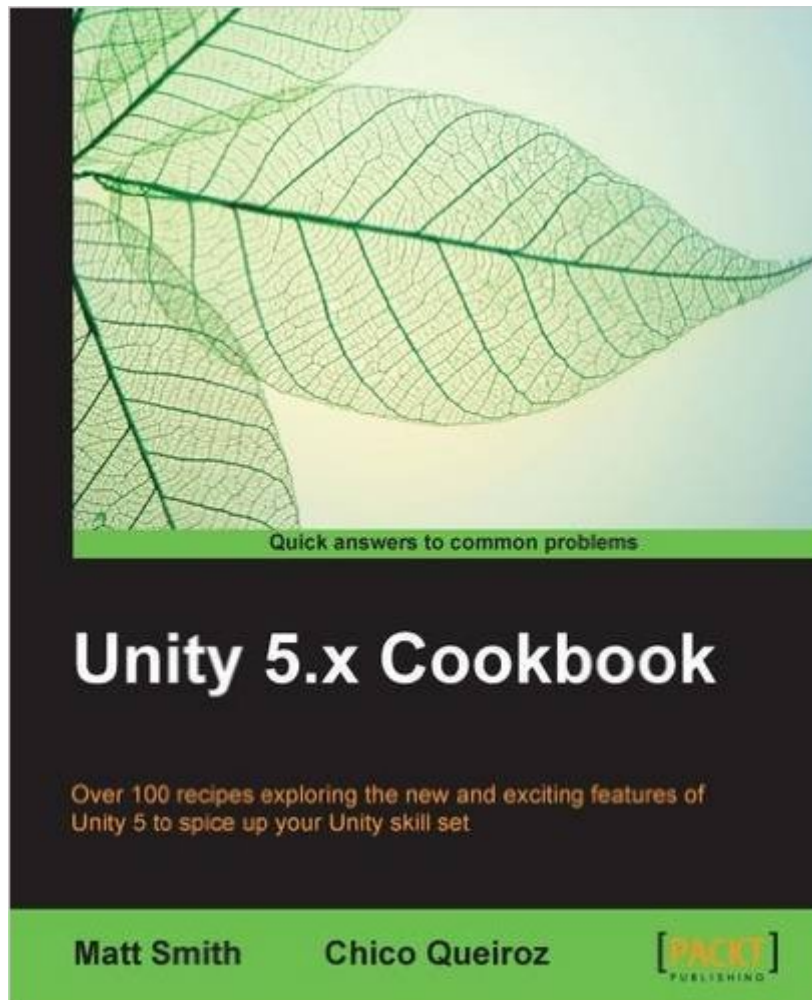# The book was found

Unity 5.x Cookbook

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Synopsis

Over 100 recipes exploring the new and exciting features of Unity 5 to spice up your Unity skillsetAbout This BookBuilt on the solid foundation of the popular Unity 4.x Cookbook, the recipes in this edition have been completely updated for Unity 5Features recipes for both 2D and 3D gamesProvides you with techniques for the new features of Unity 5, including the new UI system, 2D game development, new Standard Shaders, and the new Audio MixerWho This Book Is ForFrom beginners to advanced users, from artists to coders, this book is for you and everyone in your team!Programmers can explore multimedia features, and multimedia developers can try their hand at scripting. Basic knowledge and understanding of the Unity platform, game design principles, and programming knowledge in C# is essential.What You Will LearnImmerse players with great audio, utilizing Unity 5's audio features including the new Audio Mixer, ambient sound with Reverb Zones, dynamic soundtracks with Snapshots, and balanced audio via DuckingCreate better materials with Unity's new, physically-based, Standard ShaderMeasure and control time, including pausing the game, displaying clocks and countdown timers, and even implementing â œbullet timeâ • effectsImprove ambiance through the use of lights and effects such as reflection and light probesCreate stylish user interfaces with the new UI system, including power-bars, clock displays, and an extensible inventory systemSave and load text and media assets from local or remote sources, publish your game via Unity Cloud, and communicate with websites and their databases to create online scoreboardsDiscover advanced techniques, including the publisher-subscriber and state patterns, performance bottleneck identification, and methods to maximize game performance and frame ratesControl 2D and 3D character movement, and use NavMeshAgents to write NPC and enemy behaviors such as seek, flee, flock, and waypoint path followingIn DetailUnity 5 is a flexible and intuitive multiplatform game engine that is becoming the industry's de facto standard. Learn to craft your own 2D and 3D computer games by working through core concepts such as animation, audio, shaders, GUI, lights, cameras, and scripting to create your own games with Unity 5.Completely re-written to cover the new features of Unity 5, this book is a great resource for all Unity game developers, from those who have recently started using Unity right up to Unity professionals.The first half of the book focuses on core concepts of 2D game design while the second half focuses on developing 3D game development skills. In the first half, you will discover the new GUI system, the new Audio Mixer, external files, and animating 2D characters in 2D game development. As you progress further, you will familiarize yourself with the new Standard Shaders, the Mecanim system, Cameras, and the new Lighting features to hone your skills towards building 3D games to perfection. Finally, you will learn non-player character control and explore Unity 5's

extra features to enhance your 3D game development skills.Style and approachEach chapter first introduces the topic area and explains how the techniques covered can enhance your games. Every recipe provides step-by-step instructions, followed by an explanation of how it all works, and useful additional refinements or alternative approaches. Every required resource and C# script (fully commented) is available to download, enabling you to follow each recipe yourself.

Book Information

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Customer Reviews

In concept it's a good book, but the execution is not good, many places where the instructions just leave you hanging and confused as to what to do next and some of the example code does not work. Author assumes the reader can read his mind at times, refers to things that are not clear in the complicated Unity interface. Somewhat informative, but looks like the author either got bored or in a hurry. Thought this book would be more useful.

Can I just say I love you, Unity 5.x Cookbook? I've been using Unity 4.x for about a year now, I saw the release of Unity 5, and thought, "What? A new version to learn?" In walks Unity 5.x Cookbook in all your glorious insight and cookie cutter scenarios.It is a great book. But remember, this is a cookbook, with recipes. However, even if you don't know anything about Unity, you'll learn a great deal by the end. Not only will you understand how to perform basic GUI and animation, but you'll also learn about some of the new features Unity 5 has to offer. It will be helpful to be able to read C# in order to get the full effect.Starting in chapter 10 the author starts to really help you perform some

advanced topics that most books gloss over or don't even cover. Things like communicating with a website and securing your game; as well as securing your source code. It's a thorough book and if you follow the steps like I did, you'll be able to modify that knowledge with your own ideas in no time at all. I love Unity and I now love this book because it will be a great reference for a long time.

IÃ¢Â Â™ve read from a few books on developing games and the Unity 5.x Cookbook does great with explaining the basics on developing a game. Some books cover a lot of information on coding but donÃ¢Â Â™t explain the necessity behind everything. This cookbook is sure to guide you while making you know the reason for each part along the way.

This book was a steal at $5.00 on the Packt site, they have a deal going on right now. I felt this book was as suggested a cookbook, it had various method to do various functions. Chapter 10 - Working with External Resource Files and Devices was probably my favorite, it showed me a few new methods for loading data that I hadn't otherwise considered. You can't go wrong with this one folks.

This book is awesome, Unity 5 is awesome and you can build great things fast and easy, could be games in a big variety of platforms, learning tools, animations, training simulators and your imagination is your limit, but sometimes you need to spend much time searching for the specific solution for your game, this book is like a tool, cookbook model is for everyone but if you already know how to use unity, then this book can boost your development capabilities, they have made an excellent job searching the most common game needs and made it in a structured way that your job will be complete in a short time. If you don't know how to use unity, I think that you will not have difficult to follow the recipes and do what you want, but if you need more basic stuff, the official tutorials are very descriptive and in a short time you will find that you need more so this book is what you will need.They know how to teach and they wrote explaining how to do and why, so the examples makes you understand the concepts and apply the fundamentals to achieve the results required in your project. They covered a big variety of UI features, inventory GUIs, 2D and 3D animations, many actually successful project are in 2D, they show both skeleton animations and sprite sheets, using physics, maps, materials, cameras, lights have a lot of new techniques in unity, you will find great effects, lightmaps and reflection, navigation, sounds and they show how to use extra features in your game. They know what you need for your game, but they also show how to improve your workflow, showing how to use better your editor and great extensions.I am using this book almost every day, is like a tool, I search here before and normally I find what I need, or I find

where to find, because they provide good references, if you are a beginner or expert unity developer, this book can help a lot, I could totally recommend!

Unity 5.x Cookbook By Ruben Oliva RamosI liked this book, it has a big deal that I could understand the objective of the book, I understood all the chapters, The book has a new content that we can develep our own development.This is an excelent book, because covers my needs in game programming.Ruben

It's a good practical book on Unity game development and in the real world nowadays practice goes to production is very fast :) I've started to read it half a Year ago and started with several games and VR projects very fast. So the review is partial and delayed and anyway :)In short it's strongly recommended to jump start and get some vision of the landscape of Unity development.The book is organized as a cookbook as titled "Unity 5.x Cookbook" and it's the series of tutorial lessons actually. Some of lessons are easy and kind of artificial and they are used to show core concepts and lead to real useful tasks.I liked the tutorial of map radar for the shooter game. I made it and even submitted errata that was accepted.There are a lot of more useful lessons there. If You have time to learn it's very good addition to Unity tutorials and official Unity documentation.

I love that this book is jam packed with practical and useful examples. All of the example code, images and other files are a free download. Seems to me that just finding one or two of the recipes useful would justify the cost of the book. In my case I was able to adapt several of them for inclusion in my projects and gained a ton of value.

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