
Spiele Programmieren Mit Unity Ganz Leicht

Learning C# by Developing Games with Unity

Developing 2D Games with Unity

Unity Game Optimization

Unity in Action, Third Edition

Advanced Unity Game Development

Unity Game Development Blueprints

Learn Unity for 2D Game Development

Unity 2d Game Development

C# Game Programming Cookbook for Unity 3D

No-Code Video Game Development Using Unity and Playmaker

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Unity 3 Game Development Hotshot
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Unity Game Development Scripting
Spiele programmieren mit Unity für Kids
Basic Math for Game Development with Unity 3D
Unity in Action
Unity Game Development in 24 Hours, Sams Teach Yourself
Game Development with Unity
How to Cheat in Unity 5
Unity 5 Game Optimization
Spiele programmieren mit Unity (mitp für Kids).
Coding Activities for Developing Games in Unity®
Spiele programmieren mit Unity (mitp für Kids)
Procedural Content Generation for Unity Game Development
The Unity Game Engine and the Circuits of Cultural Software
2D Game Development with Unity

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Learning C# by Developing Games with Unity
Spiele programmieren mit Unity
Learning C# Programming with Unity 3D
Game Programming with Unity and C#

Spiele Programmieren *Downloaded from* music-school.fbny.org *by guest*
Mit Unity Ganz Leicht

SAVANAH FELIPE

Learning C# by Developing Games with Unity MITP-Verlags GmbH & Co.

KG

2D games are everywhere, from mobile devices and websites to game consoles and PCs. Timeless and popular, 2D games represent a substantial segment of the games market. In Learn Unity for 2D Game Development, targeted at both game development newcomers and

established developers, experienced game developer Alan Thorn shows you how to use the powerful Unity engine to create fun and imaginative 2D games. Written in clear and accessible language, Learn Unity for 2D Game Development will show you how to set up a step-by-step 2D workflow in Unity, how to build and import textures, how to configure and work with cameras, how to establish pixel-perfect ratios, and all of this so you can put that infrastructure to work in a real, playable game. Then the final chapters show you how to put what

you've already made to work in creating a card-matching game, plus you'll learn how to optimize your game for mobile devices.

Developing 2D Games with Unity

Springer Nature

Designed for beginners with no knowledge or experience in game development or programming, this book teaches the essentials of the Unity game engine, the C# programming language, and the art of object-oriented programming. New concepts are not only explained, but thoroughly demonstrated. Starting with an introduction to Unity, you'll learn about scenes, GameObjects, prefabs, components, and how to use the various windows to interact with the engine. You'll then dive into the fundamentals of

programming by reviewing syntax rules, formatting, methods, variables, objects and types, classes, and inheritance, all while getting your hands dirty writing and testing code yourself. Later, the book explains how to expose script data in the Inspector and the basics of Unity's serialization system. This carefully crafted work guides you through the planning and development of bare bones, simple game projects designed to exercise programming concepts while keeping less relevant interruptions out of the way, allowing you to focus on the implementation of game mechanics first and foremost. Through these example projects, the book teaches input handling, rigidbodies, colliders, cameras, prefab instantiation, scene loading, user interface design and coding, and more.

By the end, you'll have built a solid foundation in programming that will pave your way forward in understanding core C# syntax and fundamentals of object-oriented programming—not just what to type but why it's typed and what it's really doing. *Game Programming with Unity and C#* will send you on your way to becoming comfortable with the Unity game engine and its documentation and how to independently seek further information on yet-untouched concepts and challenges. *What You'll Learn* Understand the fundamentals of object-oriented computer programming, including topics specifically relevant for games. Leverage beginner-to-intermediate-level skills of the C# programming language and its syntax. Review all major component

types of the Unity game engine: colliders and rigidbodies, lights, cameras, scripts, etc. Use essential knowledge of the Unity game engine and its features to balance gameplay mechanics for making interesting experiences. *Who This Book Is For* Beginners who have no prior experience in programming or game development who would like to learn with a solid foundation that prepares them to further develop their skills. *Unity Game Optimization Pack* Publishing Ltd 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 in Action, Third Edition 'The Rosen Publishing Group, Inc'

2D- und 3D-Spiele selbst entwickeln
Landschaften und Gebäude gestalten
sowie Figuren animieren Wichtige C#-
Programmier-Elemente kennenlernen
und anwenden Unity ist eine sehr

beliebte Spiele-Engine, mit der du eigene 3D-Spiele entwickeln kannst. Der erfahrene Kids-Autor Hans-Georg Schumann zeigt dir, wie du mit Unity und der Programmiersprache C# schnell zu beeindruckenden Ergebnissen kommst. Schritt für Schritt lernst du, wie du Figuren durch die Welt wandern und auch gegen gefährliche Gegner kämpfen lässt. Du erstellst Landschaften mit Bäumen und Seen, gestaltest und animierst eigene Charaktere, und lernst ganz nebenbei das Programmieren in C#. Das Unity-Partikelsystem erzeugt tolle Effekte mit Licht und Schatten, die dem Spiel das nötige Reality-Gefühl geben. Und alles, was du zum Programmieren deiner Spiele brauchst, findest du auch zum Download. Aus dem Inhalt: - Unity starten und ein erstes

kleines Kollisionsspiel erstellen - In die Script-Programmierung mit C# einsteigen - Einen Charakter entwerfen und ihm Eigenschaften geben - Ein Jump & Run-Spiel entwickeln - Das Prinzip von 3D verstehen und die Spielfläche mit Bäumen und Wasser gestalten - Ganze Bauwerke entstehen lassen - Die Figur klettern, schwimmen und sogar tauchen lehren - Eine Fantasie-Kreatur entwerfen und durch Animation lebendig werden lassen - Strahlen, Partikel und Sound einbinden - Künstliche Intelligenz nutzen - Energiekontrolle und andere Features aufrüsten - Installationshilfe und Fehlerbehebung Zum Download: Alle Projekte aus dem Buch und die Lösungen zu den Aufgaben Systemvoraussetzungen: Windows 10
Advanced Unity Game Development CRC

Press

If you are a game developer interested in learning Unity 3D from scratch and becoming familiar with its core features, then this book is for you. No prior knowledge of Unity 3D is required.

Unity Game Development Blueprints
Apress

Designed to give you enough familiarity in a programming language to be immediately productive, *Learning C# Programming with Unity 3D* provides the basics of programming and brings you quickly up to speed. Organized into easy-to-follow lessons, the book covers how C# is used to make a game in Unity3D. After reading this book, you will be armed with

Learn Unity for 2D Game Development
Packt Pub Limited

Use Unity-based examples to understand fundamental mathematical concepts and see how they are applied when building modern video game functionality. You will gain the theoretical foundation you need, and you will know how to examine and modify an implementation. This book covers points in a 3D Cartesian coordinate system, and then discusses vectors and the details of dot and cross products. Basic mathematical foundations are illustrated through Unity-based example implementations. Also provided are examples showing how the concepts are applied when implementing video game functionality, such as collision support, motion simulations, autonomous behaviors, shadow approximations, and reflection off arbitrary walls. Throughout this book,

you learn and examine the concepts and their applications in a game engine. What You Will Learn Understand the basic concepts of points and vectors and their applications in game development Apply mathematical concepts to modern video game functionality, such as spherical and box colliders Implement autonomous behaviors, including following way points, facing a target, chasing an object, etc. Who This Book is For Beginners, and those interested in the implementation of interactive games, who need a basic mathematical background or a refresher with modern examples

Unity 2d Game Development CRC Press

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 Entity Component System (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.

C# Game Programming Cookbook for Unity 3D Apress

If you want to build enticing projects with Unity, this book is for you. Readers who are familiar with the basics of how to create simple projects in Unity will have an easier time.

No-Code Video Game Development Using Unity and Playmaker Packt Publishing Ltd

Looking to become more efficient using Unity? How to Cheat in Unity 5 takes a

no-nonsense approach to help you achieve fast and effective results with Unity 5. Geared towards the intermediate user, HTC in Unity 5 provides content beyond what an introductory book offers, and allows you to work more quickly and powerfully in Unity. Packed full with easy-to-follow methods to get the most from Unity, this book explores time-saving features for interface customization and scene management, along with productivity-enhancing ways to work with rendering and optimization. In addition, this book features a companion website at www.alanthorn.net, where you can download the book's companion files and also watch bonus tutorial video content. Learn bite-sized tips and tricks for effective Unity workflows Become a

more powerful Unity user through interface customization Enhance your productivity with rendering tricks, better scene organization and more Better understand Unity asset and import workflows Learn techniques to save you time and money during development

Pro Unity Game Development with C# Apress

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. [Holistic Game Development with Unity](#) Pearson Education

Using a projects based approach you will learn the coolest aspects of Unity3D game development. With each project you will be able to show off a creation that shows only the best of Unity 3D. This book is for users who already have some basic knowledge of how to use the Unity3D game engine and intermediate users who want to explore Unity 3D

above and beyond the basic techniques.

Unity 2D Game Development Sams Publishing

Used by blockbuster game studios, indie developers, and computer science educators, the Unity Game Engine is one of the world's most popular tools for creating real-time interactive graphics.

This volume provides an accessible introduction to the expansive Unity ecosystem through a series of unique activities that illustrate some of the important concepts of game development and real-time graphics programming. In a computer-driven world, these coding skills are useful for not just game development, but also contribute to core computer literacy.

[Moving from Unity to Godot](#) CRC Press
Are you a Unity developer looking to

switch to the Godot engine quickly? If so, this no-nonsense book is your guide to mastering the most popular open-source game engine. Godot is a completely free game engine for creating high-quality 2D and 3D games that can be launched on multiple platforms. You'll see how to transition seamlessly from Unity to Godot, getting up and running quickly and effectively, using practical case studies. In addition to building functional worlds from meshes and physical interactions, you'll work with reusable assets, such as textures. The book then moves on to lighting and rendering 2D and 3D scenes with baked and real-time lighting. You'll also work with navigation and path-finding for NPCs, and see how to create save-game states with JSON. With *Moving from Unity to Godot* you'll

be ready to create amazing 2D and 3D games that will supercharge your business. What You Will Learn Explore the similarities and differences between Unity and Godot Maximize the benefits from Unity and Godot Create believable game world and characters with Godot Master the unique aspects of C# coding in Godot Who This Book is For Developers familiar with Unity who want to master another game engine, such as Godot.

Learning 2D Game Development with Unity Apress

In just 24 lessons of one hour or less, Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 5 game engine at the heart of Hearthstone: Heroes of Warcraft, Kerbal Space Program, 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.

Unity 5.x Game AI Programming Cookbook Simon and Schuster

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

Learn Unity Programming with C#
Course Technology

The Unity engine game development
tool is a multi-platform engine and editor
rolled into one. It is an ideal
development tool for independent
developers and students, and many pro
studios turn to it for fast prototyping.
Unity allows developers to create a
single game and release it on many
platforms including Android, iOS, and the
web. This completely updated edition of
GAME DEVELOPMENT WITH UNITY is a
tutorial-style guide that provides a
complete overview of the Unity editor

along with step-by-step projects
covering every basic functional aspect,
from asset importing to publishing. Each
chapter includes tutorials and small
assignments geared toward making a
larger game. You will learn the basics of
design and level theory and prototyping
concepts in the virtual world. You will
also learn how to polish and publish your
finished game. A companion website
features software, sample levels, source
code and more. Start learning Unity
today with GAME DEVELOPMENT WITH
UNITY, SECOND EDITION.

**Unity 2018 Game Development in 24
Hours, Sams Teach Yourself** Packt
Publishing Ltd

Learning C# by Developing Games with
Unity C# Programming for Unity Game
Development About this book Never

before has the video game market been at a better time. There are currently many platforms available and the emergence of mobile devices has revolutionized the sector. The existence of multiple platforms implies great challenges for developers in decision making, both in the choice of platforms and in the sizing of work teams, One solution to these problems is to use a game engine, and without a doubt the most popular and used engine of the moment is Unity, Unity is the most popular engine for reasons such as its powerful tools, its ability to generate games on more than 20 different platforms, its excellent learning curve and the hundreds of add-ons available to it developed by third parties. What you'll learn In this book you will learn in a

practical way with numerous examples that will guide you step by step: Getting to know the Unity interface Learn C# programming syntax from scratch What the fundamental elements of the Unity engine are Understand programming fundamentals with practice examples in C# Explore the interface and features of Unity Create a game design document and prototype level Explore intermediate programming topics and best practices Implement game mechanics, interactions, and UI elements with C# develop your first games *Getting Started with Unity 5* Apress In Pro Unity Game Development with C#, Alan Thorn, author of Learn Unity for 2D Game Development and experienced game developer, takes you through the complete C# workflow for developing a

cross-platform first person shooter in Unity. C# is the most popular programming language for experienced Unity developers, helping them get the most out of what Unity offers. If you're already using C# with Unity and you want to take the next step in becoming an experienced, professional-level game developer, this is the book you need. Whether you are a student, an indie developer, or a season game dev professional, you'll find helpful C# examples of how to build intelligent enemies, create event systems and GUIs, develop save-game states, and lots more. You'll understand and apply powerful programming concepts such as singleton classes, component based design, resolution independence, delegates, and event driven

programming. By the end of the book, you will have a complete first person shooter game up and running with Unity. Plus you'll be equipped with the know-how and techniques needed to deploy your own professional-grade C# games. If you already know a bit of C# and you want to improve your Unity skills, this is just the right book for you.

Unity 3 Game Development Hotshot Apress

In just 24 sessions of one hour or less, Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 4 game engine at the heart of Temple Run and many other sizzling-hot mobile games! You'll learn 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 4 game development tasks. Quizzes and Exercises at the end of each chapter help you test your knowledge. Notes present interesting information related to the discussion. Tips offer advice or show you easier ways to perform tasks. Cautions alert you to possible problems and give you advice on how to avoid them. Learn how to... Create and work with game objects, Unity's fundamental building blocks Work efficiently with Unity's graphical asset pipeline Apply

shaders and textures to any 3D object Sculpt stunning game worlds with Unity's terrain and environmental toolsets Script tasks ranging from capturing input to building complex behaviors Quickly create repeatable, reusable game objects with prefabs Implement easy, intuitive game user interfaces Create amazing effects with Unity's new Shuriken particle system Leverage the full power of Unity's new Mecanim animation system Integrate ambient 2D/3D audio into your games Use mobile device accelerometers and multi-touch displays Modify a desktop game for mobile platforms Apply the "finishing touches" and deploy your game