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Fourth Edition



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Sams Teach Yourself Unity Game Development in 24 Hours Ben Tristem, Mike Geig, 2016

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made possible through technological advancements and application of these advancements through coding This guide gives those who have already decided to apply their skills to creating digital games as well as those who love games but don't have a solid career path in mind the tools and knowledge that every job seeker needs to begin building a career

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Game Development Essentials II with Unity LiveLessons (Video Training) Mike Geig, 2014 Game Development Essentials II with Unity LiveLessons is aimed at teaching visual learners how to use this powerful engine to make their own games In Volume II Mike Geig builds on the success of his first LiveLessons to bring more intermediate level topics to the forefront so that developers can get the most out of this powerful game engine Description In this video training Mike Geig covers key 2D and 3D game development concepts beyond the basics and scripting programming concepts for featured game engines Mike covers the latest version of Unity what's new what's changing and what's important The source code repository for this LiveLesson is broken up into multiple files for downloading click on each lesson number to download the assets for that lesson Lesson 1 Lesson 2 Lesson 3 Lesson 4 Lesson

5 Lesson 6 Lesson 7 Lesson 8 About the Instructor Mike Geig is a screencaster at Unity Technologies the makers of the Unity game engine Mike is also the author of Sams Teach Yourself Unity Game Development and the first volume of these LiveLessons Related video Game Development Essentials with Unity 4 LiveLessons Skill Level Intermediate Advanced What You Will Learn A foundation in game development Key 2D and 3D game development concepts beyond the basics Scripting programming concepts for featured game engines New and cutting edge features of the Unity game engine Who Should Take This Course Game developers looking to get the most out of Unity the powerful game engine to develop cutting edge 2D and 3D games both mobile and desktop Course Requirements Should be familiar with the concepts of programming The specific language should not be too important Users should be familiar with the basics usage of software on their chosen operating system Should be familiar with the Unity game engine either through experience with Volume I of this LiveLesson or some other source Sams Teach Yourself Unity Game Development Users should also be familiar with basic concepts of game development Should be familiar with mathematics basic operations and coordinate systems and game elements players scores enemies etc Users should know how to navigate a PC or Mac and install software Table of Contents Lesson 1 Working with the 2D Game Tools Learning Objectives Understand the basics of the 2D tools Import sprite objects Place sprites in a scene Use basic colliders Use the polygon collider Lesson 2 Working with the Mecanim A Sams Teach Yourself Mod Development for Minecraft in 24 Hours Jimmy Koene, 2015-10-31 In just 24 sessions of one hour or less Sams Teach Yourself Mod Development for Minecraft in 24 Hours will help you transform Minecraft into anything you can imagine and share your vision with millions of players worldwide You ll learn all the mod development skills you need as you walk through a complete step by step project complete with a mob new tools new armor food ores and much more Every lesson builds on what you ve already learned giving you a rock solid foundation for building any mod and creating any world Step by step instructions carefully walk you through the most common Minecraft mod 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 Minecraft is a registered trademark of Mojang Synergies Notch Development AB This book is not affiliated with or sponsored by Mojang Synergies Notch Development AB Learn how to Set up the environment where you ll write your mod for Minecraft 1 8 Create the basics for your mod with the Forge API Establish a framework that makes it easier to build complex mods Work with recipes and other small modifications Create multiple recipes items blocks and entities at once Cook up food items that heal your players Make custom pickaxes shovels and completely original tools Use Tile Entities to create complex and unique mods Create interesting custom armor for players Generate entire worlds including ores and plants Design and generate new structures with MCEdit Understand Entities and create Entity Models with Techne Code mobs with a custom Entity Model Manufacture Throwables Edit Minecraft functionality without breaking other mods Structure package and

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Table of Contents Sams Teach Yourself Unity Game Development In 24 Hours

1. Understanding the eBook Sams Teach Yourself Unity Game Development In 24 Hours
 - The Rise of Digital Reading Sams Teach Yourself Unity Game Development In 24 Hours
 - Advantages of eBooks Over Traditional Books
2. Identifying Sams Teach Yourself Unity Game Development In 24 Hours
 - Exploring Different Genres
 - Considering Fiction vs. Non-Fiction
 - Determining Your Reading Goals
3. Choosing the Right eBook Platform
 - Popular eBook Platforms
 - Features to Look for in an Sams Teach Yourself Unity Game Development In 24 Hours
 - User-Friendly Interface
4. Exploring eBook Recommendations from Sams Teach Yourself Unity Game Development In 24 Hours
 - Personalized Recommendations
 - Sams Teach Yourself Unity Game Development In 24 Hours User Reviews and Ratings
 - Sams Teach Yourself Unity Game Development In 24 Hours and Bestseller Lists
5. Accessing Sams Teach Yourself Unity Game Development In 24 Hours Free and Paid eBooks
 - Sams Teach Yourself Unity Game Development In 24 Hours Public Domain eBooks
 - Sams Teach Yourself Unity Game Development In 24 Hours eBook Subscription Services
 - Sams Teach Yourself Unity Game Development In 24 Hours Budget-Friendly Options
6. Navigating Sams Teach Yourself Unity Game Development In 24 Hours eBook Formats

- ePub, PDF, MOBI, and More
 - Sams Teach Yourself Unity Game Development In 24 Hours Compatibility with Devices
 - Sams Teach Yourself Unity Game Development In 24 Hours Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Sams Teach Yourself Unity Game Development In 24 Hours
 - Highlighting and Note-Taking Sams Teach Yourself Unity Game Development In 24 Hours
 - Interactive Elements Sams Teach Yourself Unity Game Development In 24 Hours
 8. Staying Engaged with Sams Teach Yourself Unity Game Development In 24 Hours
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Sams Teach Yourself Unity Game Development In 24 Hours
 9. Balancing eBooks and Physical Books Sams Teach Yourself Unity Game Development In 24 Hours
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Sams Teach Yourself Unity Game Development In 24 Hours
 10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
 11. Cultivating a Reading Routine Sams Teach Yourself Unity Game Development In 24 Hours
 - Setting Reading Goals Sams Teach Yourself Unity Game Development In 24 Hours
 - Carving Out Dedicated Reading Time
 12. Sourcing Reliable Information of Sams Teach Yourself Unity Game Development In 24 Hours
 - Fact-Checking eBook Content of Sams Teach Yourself Unity Game Development In 24 Hours
 - Distinguishing Credible Sources
 13. Promoting Lifelong Learning
 - Utilizing eBooks for Skill Development
 - Exploring Educational eBooks
 14. Embracing eBook Trends
 - Integration of Multimedia Elements
 - Interactive and Gamified eBooks

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