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Fourth Edition



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Geig, 2018-05-01 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

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engine This books 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 youve 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 game engine and editor Work efficiently with Unitys graphical asset pipeline Make the most of lights and cameras Sculpt stunning worlds with Unitys 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 Unitys Animation and new Timeline systems Integrate complex audio into your games Use mobile device accelerometers and multi touch displays Build engaging 2D games with Unitys 2D tools and Tilemap Apply the finishing touches and deploy your games

C++ in One Hour a Day, Sams Teach Yourself

Siddhartha Rao,2022-01-19 Learn C programming at your own pace Covers modern C 20 Starting with one hour a day you can gain all the skills you need to begin programming in C This complete tutorial will help you quickly master the basics of object oriented programming and teach you advanced C language features and concepts Fully updated for the C 20 standard this practical book is designed to help you write C code that s faster simpler and more reliable and master the fundamentals of C and object oriented programming No programming experience required start writing well organized efficient C programs quickly Apply proven Do s and Don ts to leverage best practices and avoid pitfalls from day one Test your knowledge and expertise with focused exercises after every lesson Simplify your code using automatic type deduction and other features Accelerate learning using nearly 300 code samples explained within Preview improvements expected in C 23

Lessons Part I The Basics Using Variables Declaring Constants Arrays and Strings Expressions Statements and Operators Controlling Program Flow Functions Pointers and References Part II Fundamentals of Object Oriented C Programming Classes and Objects Implementing Inheritance Polymorphism Operator Types and Operator Overloading Casting Operators Macros and Templates PART III Learning the Standard Template Library STL The STL String Class STL Dynamic Array Classes STL list and forward_list STL set and multiset STL map and multimap PART IV Lambda Expressions and STL Algorithms Function Objects Lambda Expressions STL Algorithms Adaptive Containers Stack and Queue Bit Flags PART V Advanced C Concepts Smart Pointers Streams Exception Handling C 20 Concepts Ranges Views and Adaptors C 20 Threads C 20 and C 23 Modules Appendixes Working with Numbers C Keywords Writing Great C Code ASCII Codes

Using Computer Science in Digital Gaming Careers Jennifer Culp,2017-07-15 Over the past three decades video games have moved from the arcade to the home to the palm of a player s hand And all of those changes have been 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 *Unity Game Development Video How-To* Ben Tristem,2015 Skip the reading and learn by watching Short clear videos show you visually how to develop games with Unity 5 Unity Game Development Video How To is a series of short 2 to 5 minute how to videos that walk the learner through a specific task or technique related to developing games with Unity 5 Adapted from the book Sams Teach Yourself Unity Game Development in 24 Hours Second Edition each video is self contained and focused entirely on one particular task The learner can either go through the videos in sequence or jump into a particular task see how something is done and then jump out again Skill Level Beginner Intermediate Just a couple minutes is all you need to learn how to Create Your First Project Create Some Game Objects Import Your Own 3D Model Download Models from the Asset Store Apply Textures Shaders and Materials to Models Apply a Heightmap to Terrain Sculpt Terrain Paint Textures on Terrain Place Trees on a Terrain Add a Lens Flare to Your Scene Create a Lake and Adding Water Add a Cookie to a Spotlight Create a Split Screen Camera System Import and Attach Scripts Attach Game Objects to Scripts Use the Built In Methods Modify Public Variables in Unity Call Methods Read Mouse Movement Transform a Target Object Experiment with Colliders Work with Triggers Set Up the Goals Write the Game Controller Create a Prefab Update Prefabs Place a Sprite Explore Sprite Mode Use a Rect Transform Use a Button Set Up the Background Set Up the Player Make Particles Collide Use the Curve Editor Create an Animation Make an Object Spin Explore How Ethan Is Rigged Set Up the Scene Set Up the Ground Scroll the Ground Test Audio Start and Stop Audio Test Device Setup Use the Accelerometer Add Tilt Control Add a Joystick Button Add Scenes to Build Settings Use Persisting Objects Who Should Use These Videos Anyone who wants to learn how to build games with Unity Casual app designers and developers at all levels [The British National Bibliography](#) Arthur James Wells,2005

Forthcoming Books Rose Arny,2002 **Books In Print 2004-2005** Ed Bowker Staff,Staff Bowker, Ed,2004 **Sams Teach Yourself Unreal Engine 4 Game Development in 24 Hours** Aram Cookson. Ryan DowlingSoka. Clinton Crumpler,2016 **The Book Buyer's Guide** ,1966 [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

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