Getting Started with Unity

Patrick Felicia

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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 Unity3D's 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 a survival video game. Each section is a stepping-stone toward the completion of the final game. By the end of the book, you will have created an indoor level with enemies, AI, weapons, objects to collect, and all the logic to control the game.

Approach

Getting Started with Unity is written in an easy-to-follow tutorial format.

Who this book is for

"Getting Started with Unity" is for[3D game developers[/color] who would like to learn how to use Unity3D and become familiar with its core features. This book is also suitable for intermediate users who would like to improve their skills. No prior knowledge of Unity3D is required.

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