

Mastering Unity Scripting



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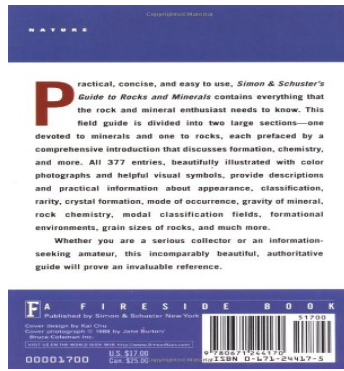
Mastering Unity Scripting

Learn advanced C# tips and techniques to make professional-grade games with Unity About This Book Packed with hands-on tasks and real-world scenarios that will help you apply C# concepts Learn how to work with event-driven programming, regular expressions, customized rendering, AI, and lots more Easy-to-follow structure and language, which will help you understand advanced ideas Who This Book Is For Mastering Unity Scripting is an advanced book intended for students, educators, and professionals familiar with the Unity basics as well as the basics of scripting. Whether you've been using Unity for a short time or are an experienced user, this book has something important and valuable to offer to



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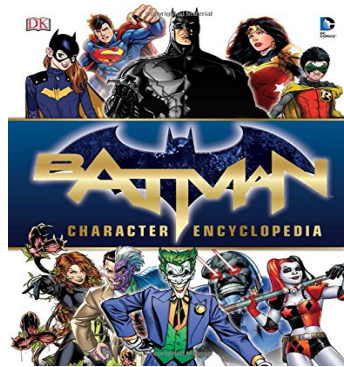
Simon & Schuster's Guide to Rocks & Minerals

An easy to use field guide that contains everything rock and mineral enthusiasts need to know with more than 1,000 spectacular illustrations—600 in full color! Practical, concise, and easy to use, Simon & Schuster's Guide to Rocks and Minerals contains everything that the rock an



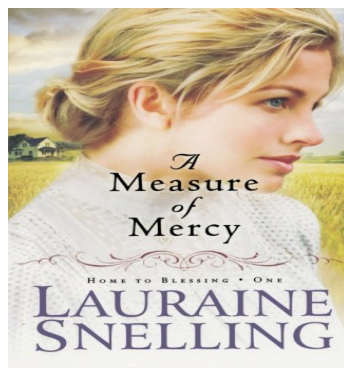
Rescue of the Bounty: Disaster and Survival in Superstorm Sandy

From the author of the Fall 2015 Disney movie The Finest Hours, the "thrilling and perfectly paced" (Booklist) story of the sinking and rescue of Bounty—the tall ship used in the classic 1962 movie Mutiny on the Bounty—which was caught in the path of Hurricane Sandy with six



Batman Character Encyclopedia

From Robin to the Joker, Batman Character Encyclopedia is your guide into over 75 years of the Dark Knight's friends and foes. This compact, informative guide takes you through over 200 heroes and villains of Gotham City as well as tons of facts and information on the Caped Crusader himself. Organi



A Measure of Mercy (Home to Blessing Series #1)

Eighteen year old Astrid Bjorklund has always dreamed of becoming a doctor. She had intended to study medicine in Chicago or Grand Forks, but when a disaster wiped out a major portion of her family's income, Astrid stayed home instead, receiving handson training from Dr. Elizabeth. Joshua Landsverk

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What others say about this ebook:

Review 1:

Amazing! Very helpful understanding video game programming for Unity3D

Review 2:

I have mixed feelings about this book. About half way through, I was ready to give it 5 stars. But my opinion changed while reading the 2nd half. It seems as though the author was trying to write a book that beginners and advanced coders could benefit from, and in the process, created one that isn't ideal for either.

Here are some of the things I liked about this book?

- + Contains good information on Unity programming concepts like GameObjects, events, integration with Git, etc.
- + Debugging section was great (I learned a lot from it)
- + Contains good information on improving code quality and efficiency.

And here are some of the things that I thought could have been better ?

- The books states it is an advanced book intended for people already familiar with Unity scripting, yet the 1st 50 pages are a review of basic C# and general OO principles. Those pages do contain some Unity specifics, so readers familiar with C# still need to go through it. I would prefer to separate the generic from the Unity specific, or remove the generic altogether and assume C# as a prerequisite.
- The book seemed to change from a ?guide? in the first half to more of a ?cookbook? in the second half. Latter chapters appear to be a collection of ?how tos? for certain things, with explanations not much more than comments about the code.

Overall it was still a good read and I learned a lot, so I gave it 3* because there was no 3 1/2 star rating. For anyone wanting to get a good understanding of how Unity animations work, however, the author?s book ?Unity Animation Essentials? is a 5* read.

Review 3:

Great Transaction, Good book

Review 4:

Very useful stuff. Definitely recommend it.

Review 5:

I recently have had the opportunity to review the book Mastering Unity Scripting by Alan Thorn, which was released in January 2015. In my opinion this intermediate to advanced level programming book requires you to have a basic understanding of C# and Unity 4.x in general. In my review I will take you through all 10 chapters of the book which contains 361 pages in total:

1. Unity C# Refresher

This chapter gives an in-depth look at how to create C# scripts including advanced topics like enums, arrays, events, polymorphism, properties and more. The chapter is very useful to get your C# knowledge to the expert level.

2. Debugging

The second chapter will show you how to debug your C# code within the Mono IDE which comes with Unity including using the profiler for optimization.

3. Singletons, Statics, GameObjects, and the World

This chapter covers the anatomy of both scenes and objects and how the interobject communication happens.

4. Event-Driven Programming

In this chapter you learn how event-driven programming helps you to create code that is easier to maintain and also with better performance.

5. Cameras, Rendering, and Scenes

This chapter demonstrates how to create cameras for certain gameplay types like perspective and orthographic cameras, camera shakes and follow cameras. It also shows how camera rendering and postprocessing works.

6. Working with Mono

The 6th chapter covers how to use lists and collections (dictionaries, stacks, enumerators), strings, regular expressions, linq and text Assets from the Mono Framework.

7. Artificial Intelligence

If you need to implement an artificial intelligence for your game, this chapter is for you. It's about creating a first-person sample game set inside a maze environment. Here, the player can attack enemies, and enemies can attack the player. The enemy will search the environment, look for the player, and when they are found, chase and attack them. The enemy can also be attacked, and when attacked, they will flee and search for power-ups if their health runs low.

8. Customizing the Unity Editor

This chapter covers how to extend the Unity Editor with your own scripts: Batch Renaming of game objects, color blending, property exposing, localization.

9. Working with Textures, Models, and 2D

Chapter 9 covers how work with rotating skybox backgrounds, procedural geometry, real-time editing of meshes and animation of mesh UVs.

10. Source Control and Other Tips

The last chapter is about git as a source control system and contains other several tips and tricks. These other tips and tricks are about resources folder and external files, AssetBundles, persistent data and saved games.

Summary

Overall this is a great in-depth guide to advanced Unity topics. It doesn't cover the basics well, but I think if you do the learning videos of Unity's web site first and afterwards start reading this book, then you take your Unity programming skills to the next level. I really liked the usage of C# instead of JavaScript for Unity Scripting, because I prefer C# over JavaScript.

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