



Community Experience Distilled

Unity iOS Essentials

Develop high performance, fun iOS games using
Unity 3D

Robert Wiebe

[PACKT]
PUBLISHING

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Claudio Scolastici



Unity Ios Essentials Wiebe Robert:

Unity IOS Essentials Robert Wiebe, 2011-12-08 You will start by considering the essential differences between mobile and desktop game development You will then get straight into creating unity projects that will run on the entire spectrum of iOS devices This book is for people who want to plan develop and deploy Unity 3D games on iOS mobile platforms including iPhone iPod Touch and iPad Anyone who has experience with the free desktop version of Unity 3D can pick up this book and learn how to take the desktop skills and optimize them to work on the mobile iOS platforms Some of the features in this book discuss the Pro features of Unity 3D for iOS so a Pro license is required to use some of the features notably Occlusion Culling and Beast Light mapping

Building an RPG with Unreal Steve Santello, Alan R. Stagner, 2016-01-28 Get to grips with building the foundations of an RPG using Unreal Engine 4 About This Book Utilize a mixture of C Blueprints and UMG to create a role playing game RPG efficiently Create reusable code chunks and elements that can easily be integrated into other games A cost effective step by step guide to building and customizing an entire framework for your RPG Who This Book Is For If you are new to Unreal Engine and always wanted to script an RPG you are this book s target reader The lessons assume you understand the conventions of RPG games and have some awareness of the basics of using the Unreal editor to build level What You Will Learn Program gameplay elements in C in Unreal Create custom game data for entities such as players and enemies Create a turn based combat engine Design menu systems and blueprint logic Create an NPC and dialog system Integrate equipment and items Develop the foundations of a saving and loading system In Detail Now that Unreal Engine 4 has become one of the most cutting edge game engines in the world developers are looking for the best ways of creating games of any genre in the engine This book will lay out the foundation of creating a turn based RPG in Unreal Engine 4 The book starts by walking you through creating a turn based battle system that can hold commands for party members and enemies You ll get your hands dirty by creating NPCs such as shop owners and important mechanics that make up every RPG such as a currency system inventory dialogue and character statistics Although this book specifically focuses on the creation of a turn based RPG there are a variety of topics that can be utilized when creating many other types of genres By the end of the book you will be able to build upon core RPG framework elements to create your own game experience Style and approach You will follow a series of lessons detailing the elements that contribute to an RPG By the end of the book you will have considerably leveled up your ability to make your own game

Mac Application Development by Example Robert Wiebe, 2012-01-01 This book is a beginners guide that teaches the topic using a learn by example method This book is for people who are programming beginners and have a great idea for a Mac OS X app and need to get started

Unity VR Development Robert Wiebe, 2016 This course covers all the steps required to create a Unity 3D scene and deploy it as a virtual reality scene You ll learn about the Unity game engine who uses it and the distinctions between the GoogleVR Samsung Gear VR and Oculus virtual reality platforms The course uses a project approach where the learner

builds an actual city scene in 3D and then deploys it as a virtual reality scene ready for viewing Resource description page

Learning Unity 3D Robert Wiebe,2013 In this Unity 3D Game Development training course expert author Robert Wiebe introduces you to the fundamentals of 3D game design with the Unity engine This tutorial is designed with the absolute beginner in mind no prior experience with Unity is required You will start by exploring the Unity interface and learning how to manipulate objects in the editor Throughout this video training course you will be putting what you learn to immediate practice by creating an actual game Coconut Hut Robert teaches you how to import assets for the game apply physics to objects in the game and how to combine assets to create complex objects You will implement behaviours learn to develop Boo JavaScript and C scripts add animation and manage lighting for the game Finally you will render and build the game for distribution Once you have completed this video tutorial for Game Development with Unity 3D you will have a strong grasp of the fundamentals needed to build a functional game using the Unity 3D engine Working files are included allowing you to follow along with the author throughout the lessons *Hands-on Game Development with Unity V5* Robert Wiebe,2015 In this Hands on Game Development with Unity V5 training course expert author Robert Wiebe will teach you how to develop a game from start to finish with Unity 5 This course is designed for the absolute beginner meaning no game development with Unity 5 experience is required You will start by learning about the interface then jump into learning how to manipulate objects From there Robert will teach you about behavior scripting how to organize a game scene and how to create project prototype objects using 3D models This video tutorial also covers how to import and export assets set and light a scene and add audio You will also learn how to add characters to the project as well as transition between 2D and 3D Finally you will learn about cross platform input and settings as well as how to build standalone apps Once you have completed this computer based training course you will be fully capable of developing a game from start to finish with Unity V5 Working files are included allowing you to follow along with the author throughout the lessons Resource description page

Advanced Unity 3D Game Development Robert Wiebe,2013 In this Advanced Unity 3D Game Development training course expert author Robert Wiebe teaches you how to use some of the advanced features available to you within the Unity 4 game engine This course is designed for the experienced Unity developer You should have a working understanding of the Unity 4 engine and features before taking this tutorial By the time you have completed this advanced Unity 3D tutorial you will have an in depth understanding of advanced Unity 4 features You will understand network gaming and how to implement it as well as how to integrate social gaming and in app purchasing to your project This Unity 4 video training includes Working Files allowing you to follow along with the author throughout the lessons Resource description page **Unity Ios Game Development Beginners Guide** Gregory Pierce,2012 This step by step book guides you through the process of using Unity to create monetized iOS games It will get you through all the major learning points in a smooth logical order Youwill also learn how to avoid some common pitfalls This book is for developers and designers who want to learn the process of

building commercial game applications using Unity It is intended for novices through to intermediate developers of all types regardless of their skill level with Unity This book is packed with clear instructions and careful explanations for creating a powerful social networking site using Drupal 7 With each chapter you add new features and content until your social network is ready to be released to the Internet where it can grow By the end of this book you will have a powerful social network which you can either choose to model on the case study or create to your own unique design This book is aimed at anyone looking to create their own social networking website including Businesses building a social network around a product or service can improve your company profile and increase customer loyalty while an internal social network gives you employees a place to keep resources discuss ideas raise concerns and keep up to date on company policies Hobbyists create a community around your hobbies and interests create a local or distributed user group Organizations and charities raise your profile promote your events services and fundraisers and get help from the community in organizing them Families for large families based across the country or across the globe keep up to date with everyone and let everyone know what you are up to You don t need any experience of Drupal or PHP to use this book If you are a Drupal user you will find this book a great way to rapidly tailor an existing installation into a socially orientated website

Unity 3.x Game Development Essentials Will Goldstone,2011-12-20 This book follows an informal demystifying approach to the world of game development with the Unity game engine With no prior knowledge of game development or 3D required you will learn from scratch taking each concept at a time working up to a full 3D mini game You ll learn scripting with C or JavaScript and master the Unity development environment with easy to follow stepwise tasks If you re a designer or animator who wishes to take their first steps into game development or prototyping or if you ve simply spent many hours sitting in front of video games with ideas bubbling away in the back of your mind Unity and this book should be your starting point No prior knowledge of game production is required inviting you to simply bring with you a passion for making great games

Unity Game Development Essentials Will Goldstone,2009-10-01 Build fully functional professional 3D games with realistic environments sound dynamic effects and more

[Game Development Patterns with Unity 2019](#) Robert Wiebe,2019 Utilize common patterns to solve common problems to write clean and modular code quickly and efficiently About This Video Learn how to design your game for better performance and faster development iteration times using common patterns that reduce errors and produce well organized maintainable code and assets Deploy a cross platform game by dividing work effectively taking advantage of Unity s performance features and built in frameworks such as AI for a more complex game with less work Get a clear explanation of Unity 2019 s more sophisticated features such as Unity Jobs Unity Events editor scripting NavMesh coroutines saving and loading multi scene editing and collaborative edit workflows In Detail Unity is the world s leading cross platform game engine It has helped create about half of the world s games This course will help you learn the game development patterns and best practices in Unity 2019 This course will guide you through Unity s modern features

showing you how to divide work to get your game made faster built faster and modularize behaviours so you can spend less time coding and more time creating You ll understand some of its more powerful features to raise your game s performance and code reusability while lowering your development iteration times By using these techniques your scripts become more versatile modular reusable efficient and user friendly so that they can be used to easily build a virtual world from generalized components This modular approach also allows a game to be assembled by multiple people in parallel with minimal downtime spent waiting for other parts to be complete By the end of the course you ll be proficient in using the common patterns that will help you write clean and modular code quickly and efficiently and have a working framework to manage your game s runtime ready for your assets [Unity AI Programming Essentials](#) Curtis Bennett,Dan Violet Sagmiller,2014-12-22 This

book is aimed at developers who know the basics of game development with Unity and want to learn how to add AI to their games You do not need any previous AI knowledge this book will explain all the essential AI concepts and show you how to add and use them in your games **Unity 3.x Game Development Essentials** Will Goldstone,2011 Annotation Game Engines such as Unity are the power tools behind the games we know and love Unity is one of the most widely used and best loved packages for game development and is used by everyone from hobbyists to large studios to create games and interactive experiences for the web desktop mobile and console With Unitys intuitive easy to learn toolset and this book its never been easier to become a game developer Taking a practical approach this book will introduce you to the concepts of developing 3D games before getting to grips with development in Unity itself prototyping a simple scenario and then creating a larger game From creating 3D worlds to scripting and creating game mechanics you will learn everything youll need to get started with game development This book is designed to cover a set of easy to follow examples which culminate in the production of a First Person 3D game complete with an interactive island environment All of the concepts taught in this book are applicable to other types of game however by introducing common concepts of game and 3D production you ll explore Unity to make a character interact with the game world and build puzzles for the player to solve in order to complete the game At the end of the book you will have a fully working 3D game and all the skills required to extend the game further giving your end user the player the best experience possible Soon you will be creating your own 3D games with ease

Learn Unity 4 for iOS Game Development Philip Chu,2013-08-04 Unity is an incredibly powerful and popular game creation tool and Unity 4 brings even more great features including Mechanim animation *Learn Unity 4 for iOS Game Development* will show you how to use Unity with Xcode to create fun imaginative 3D games for iPhone iPad and iPod touch You ll learn how to optimize your game for both speed and quality how to test and profile your game and how to get the most out of your iOS device features including the gyroscope and accelerometer You ll also learn how to incorporate the latest Game Center improvements in iOS 6 into your game how to make sure your game gets into the App Store and even how to promote your app and track revenue If you have a great 3D game idea and you want to make it a reality in the App Store then

Learn Unity 4 for iOS Game Development has exactly what you need Game Development for iOS with Unity3D Jeff W. Murray,2012-07-26 Demystifies the Processes of Game DevelopmentGame Development for iOS with Unity3D takes you through the complete process of Unity iOS game development A game developer for over 12 years the author presents production proven techniques and valuable tips and tricks needed to plan build test and launch games for the iPhone iPod and iPad He wa Learning C# by Developing Games with Unity 2021 Harrison Ferrone,2021-10-29 Learn C programming from scratch using Unity as a fun and accessible entry point with this updated edition of the bestselling series Includes invitation to join the online Unity Game Development community to read the book alongside peers Unity developers C programmers and Harrison Ferrone Purchase of the print or Kindle book includes a free eBook in the PDF format Key FeaturesLearn C programming basics terminology and coding best practicesBecome confident with Unity fundamentals and features in line with Unity 2021Apply your C knowledge in practice and build a working first person shooter game prototype in UnityBook Description The Learning C by Developing Games with Unity series has established itself as a popular choice for getting up to speed with C a powerful and versatile programming language with a wide array of applications in various domains This bestselling franchise presents a clear path for learning C programming from the ground up through the world of Unity game development This sixth edition has been updated to introduce modern C features with Unity 2021 A new chapter has also been added that covers reading and writing binary data from files which will help you become proficient in handling errors and asynchronous operations The book acquaints you with the core concepts of programming in C including variables classes and object oriented programming You will explore the fundamentals of Unity game development including game design lighting basics player movement camera controls and collisions You will write C scripts for simple game mechanics perform procedural programming and add complexity to your games by introducing smart enemies and damage causing projectiles By the end of the book you will have developed the skills to become proficient in C programming and built a playable game prototype with the Unity game engine What you will learnFollow simple steps and examples to create and implement C scripts in UnityDevelop a 3D mindset to build games that come to lifeCreate basic game mechanics such as player controllers and shooting projectiles using C Divide your code into pluggable building blocks using interfaces abstract classes and class extensionsBecome familiar with stacks queues exceptions error handling and other core C conceptsLearn how to handle text XML and JSON data to save and load your game dataExplore the basics of AI for games and implement them to control enemy behaviorWho this book is for If you re a developer programmer hobbyist or anyone who wants to get started with Unity and C programming in a fun and engaging manner this book is for you You ll still be able to follow along if you don t have programming experience but knowing the basics will help you get the most out of this book **Learning Unity iOS Game Development** Kyle Langley,2015-09-29 Build exciting games with Unity on iOS and publish them on the App Store About This Book Take advantage of Unity 5 s new tools to create a fully interactive mobile game Learn how to

connect your iTunes developer account and use Unity 5 to communicate with it Use your Macintosh computer to publish your game to the App Store Who This Book Is For This book is for iOS developers who want to learn how to build games with Unity for the iOS platform Some prior experience in game development would be useful What You Will Learn Create your own iTunes Connect Developer account and create an app within it Set up iTunes Game Center features in iTunes Connect so you can use them within Unity 5 Construct a game using C that allows users to interactively control the game character Use Unity 5 s editor window to create a custom editor tool specific for the game made in the book Store and keep track of data so the player is able to collect in game pick ups that can be used to purchase in game goods Use all game features so the player is able to fully navigate menus between the front menu and in the game state Make test and finally release builds so you can play on your device and then submit the game to Apple for review In Detail Over recent years the market for mobile game development using Unity has grown multi fold with an overwhelming 600 million gamers playing games developed using Unity engine The newly launched Unity 5 offers a wide range of dedicated and powerful tools for iOS developers who intend to follow the basics and gradually elevate their skills to revolutionize the way they design and publish games for the App Store From beginners to those who are experienced making video games this book goes through the steps of using Unity 5 to make a game from the ground up and setting the game up with iTunes Game Center features The book begins with an introduction to setting up an iTunes Connect developer account this will allow you to use Unity to its full potential with iOS You will create a new app in iTunes Connect with the settings for Apple approval You will learn in detail how to use Unity 5 and the programming language C to make a fully interactive game that keeps track of player progress Game Center Leaderboards and Achievements as well as displaying iAds and offering In App purchases Moving on you ll discover how to create development and release builds enabling you to test the game on your device before finally submitting the game for Apple s approval By the end of the book you will have a complete understanding of how iTunes and Unity can be used in combination to build and publish a fully interactive and reliable game to the App Store Style and approach This is a step by step guide that covers the fundamentals of gaming and reveals the secrets of building and monetizing games for the iOS platform

Unity 2D Game Development Cookbook Claudio Scolastici,2015-02-18 This book is intended for both professionals game developers and hobbist who are interested in making games with Unity Users are expected to have knowledge of basics fundamentals of unity 2D game development and should have a working knowledge of C

Unity Artificial Intelligence Programming Dr. Davide Aversa,Aung Sithu Kyaw,Clifford Peters,2018-11-30 Unity 2018 provides game and app developers with a variety of tools to implement Artificial Intelligence AI Leveraging these tools via Unity s API allows limitless possibilities for creating your game s worlds and characters This edition will break down AI into simple concepts to give you a fundamental understanding of the topic to build upon

Unity Game Development Cookbook Paris Buttfield-Addison,Jon Manning,Tim Nugent,2019-03-13 Discover how to use the Unity game engine to its full potential for

both 3D and 2D game development from the basics of scripting to useful tricks in gameplay behavior and animation With this problem solving cookbook you ll get started in two ways First you ll learn about the Unity game engine through brief recipes that teach specific features of the software and scripting systems Second you ll apply a collection of snippets to address common gameplay scenarios such as properly keeping score Using our cookbook format we pinpoint the problem set out the solution and discuss how to solve your problem in the best and most straightforward way possible This book is ideal for beginning to intermediate Unity developers You ll find solutions for 2D and 3D graphics Math physics and character control Animation and movement Behavior and AI Sound and music Input and gameplay Scripting and user interface

Reviewing **Unity Ios Essentials Wiebe Robert**: Unlocking the Spellbinding Force of Linguistics

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Table of Contents Unity Ios Essentials Wiebe Robert

1. Understanding the eBook Unity Ios Essentials Wiebe Robert
 - The Rise of Digital Reading Unity Ios Essentials Wiebe Robert
 - Advantages of eBooks Over Traditional Books
2. Identifying Unity Ios Essentials Wiebe Robert
 - 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 Unity Ios Essentials Wiebe Robert
 - User-Friendly Interface
4. Exploring eBook Recommendations from Unity Ios Essentials Wiebe Robert
 - Personalized Recommendations
 - Unity Ios Essentials Wiebe Robert User Reviews and Ratings
 - Unity Ios Essentials Wiebe Robert and Bestseller Lists

5. Accessing Unity Ios Essentials Wiebe Robert Free and Paid eBooks
 - Unity Ios Essentials Wiebe Robert Public Domain eBooks
 - Unity Ios Essentials Wiebe Robert eBook Subscription Services
 - Unity Ios Essentials Wiebe Robert Budget-Friendly Options
6. Navigating Unity Ios Essentials Wiebe Robert eBook Formats
 - ePub, PDF, MOBI, and More
 - Unity Ios Essentials Wiebe Robert Compatibility with Devices
 - Unity Ios Essentials Wiebe Robert Enhanced eBook Features
7. Enhancing Your Reading Experience
 - Adjustable Fonts and Text Sizes of Unity Ios Essentials Wiebe Robert
 - Highlighting and Note-Taking Unity Ios Essentials Wiebe Robert
 - Interactive Elements Unity Ios Essentials Wiebe Robert
8. Staying Engaged with Unity Ios Essentials Wiebe Robert
 - Joining Online Reading Communities
 - Participating in Virtual Book Clubs
 - Following Authors and Publishers Unity Ios Essentials Wiebe Robert
9. Balancing eBooks and Physical Books Unity Ios Essentials Wiebe Robert
 - Benefits of a Digital Library
 - Creating a Diverse Reading Collection Unity Ios Essentials Wiebe Robert
10. Overcoming Reading Challenges
 - Dealing with Digital Eye Strain
 - Minimizing Distractions
 - Managing Screen Time
11. Cultivating a Reading Routine Unity Ios Essentials Wiebe Robert
 - Setting Reading Goals Unity Ios Essentials Wiebe Robert
 - Carving Out Dedicated Reading Time
12. Sourcing Reliable Information of Unity Ios Essentials Wiebe Robert
 - Fact-Checking eBook Content of Unity Ios Essentials Wiebe Robert
 - 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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