Unity 2021
Shaders and Effects
Cookbook
Fourth Edition

Over 50 recipes to help you transform your
game into a visually stunning masterpiece

Unity Shaders And Effects Cookbook Lammers Kenny

Kenny Lammers

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Unity 5.x Shaders and Effects Cookbook Alan Zucconi,Kenneth Lammers,2016-02-26 Master the art of Shader programming to bring life to your Unity projects About This Book This book will help you master the technique of physically based shading in Unity 5 to add realism to your game quickly through precise recipes From an eminent author this book offers you the fine technicalities of professional post processing effects for stunning results This book will help you master Shader programming through easy to follow examples to create stunning visual effects that can be used in 3D games and high quality graphics Who This Book Is For Unity Effects and Shader Cookbook is written for developers who want to create their first Shaders in Unity 5 or wish to take their game to a whole new level by adding professional post processing effects A solid understanding of Unity is required What You Will Learn Understand physically based rendering to fit the aesthetic of your game Enter the world of post processing effects to make your game look visually stunning Add life to your materials complementing Shader programming with interactive scripts Design efficient Shaders for mobile platforms without sacrificing their realism Use state of the art techniques such as volumetric explosions and fur shading Build your knowledge by understanding how Shader models have evolved and how you can create your own Discover what goes into the structure of Shaders and why lighting works the way it does Master the math and algorithms behind the most used lighting models In Detail Since their introduction to Unity Shaders have been notoriously difficult to understand and implement in games complex mathematics have always stood in the way of creating your own Shaders and attaining that level of realism you crave With Shaders you can transform your game into a highly polished refined product with Unity s post processing effects Unity Shaders and Effects Cookbook is the first of its kind to bring you the secrets of creating Shaders for Unity3D guiding you through the process of understanding vectors how lighting is constructed with them and also how textures are used to create complex effects without the heavy math We ll start with essential lighting and finishing up by creating stunning screen Effects just like those in high quality 3D and mobile games You ll discover techniques including normal mapping image based lighting and how to animate your models inside a Shader We ll explore the secrets behind some of the most powerful techniques such as physically based rendering With Unity Shaders and Effects Cookbook what seems like a dark art today will be second nature by tomorrow Style and approach The recipes in this book contain step by step instructions complemented by screenshots and code and real world examples **Unity 2021 Shaders and Effects Cookbook** John P. Doran,2021-10-15 Overcome the challenges and complexities involved in creating your own shaders with high level realism using practical solutions best practices and the latest features of Unity 2021 Key Features Discover practical recipes for mastering post processing effects and advanced shading techniques Learn the secrets of creating AAA quality shaders without writing long algorithms Create visually stunning effects for your games using Unity s VFX Graph Book DescriptionShaders enable you to create powerful visuals for your game projects However creating shaders for your games

can be notoriously challenging with various factors such as complex mathematics standing in the way of attaining the level of realism you crave for your shaders The Unity 2021 Shaders and Effects Cookbook helps you overcome that with a recipe based approach to creating shaders using Unity This fourth edition is updated and enhanced using Unity 2021 features and tools covering Unity s new way of creating particle effects with the VFX Graph You ll learn how to use VFX Graph for advanced shader development The book also features updated recipes for using Shader Graph to create 2D and 3D elements You ll cover everything you need to know about vectors how they can be used to construct lighting and how to use textures to create complex effects without the heavy math You ll also understand how to use the visual based Shader Graph for creating shaders without any code By the end of this Unity book you ll have developed a set of shaders that you can use in your Unity 3D games and be able to accomplish new effects and address the performance needs of your Unity game development projects So let s get started What you will learn Use physically based rendering to fit the aesthetic of your game Create spectacular effects for your games by testing the limits of what shaders can do Explore advanced shader techniques for your games with AAA quality Use Shader Graph to create 2D and 3D elements for your games without writing code Master the math and algorithms behind the commonly used lighting models Get to grips with the Post Processing Stack to tweak the appearance of your game Who this book is for This book is for game developers who want to start creating their first shaders in Unity 2021 and take their game to a whole new level by adding professional post processing effects The book assumes intermediate level knowledge of Unity **Augmented Reality Game Development** Micheal Lanham,2017-01-20 Create your own augmented reality games from scratch with Unity 5 About This Book Create your own augmented reality game from scratch and join the virtual reality gaming revolution Use the latest Unity 5 VR SDK to create pro level AR games like Pokemon Go Innovate and explore the latest and most promising trend of AR gaming in the mobile gaming industry Who This Book Is For This book is for those who have a basic knowledge of game development techniques but no previous knowledge of Unity is required Some basic programming knowledge would be desirable but the book is an introduction to the topic The book is also suitable for experienced developers new to GIS or GPS development What You Will Learn Build a location based augmented reality game called Foodie Go Animate a player s avatar on a map Use the mobile device s camera as a game background Implement database persistence with SQLLite4Unity3D to carry inventory items across game sessions Create basic UI elements for the game inventory menu and settings Perform location and content searches against the Google Places API Enhance the game s mood by adding visual shader effects Extend the game by adding multiplayer networking and other enhancements In Detail The heyday of location based augmented reality games is upon us They have been around for a few years but the release of Pokemon Go was a gamechanger that catalyzed the market and led to a massive surge in demand Now is the time for novice and experienced developers alike to turn their good ideas into augmented reality AR mobile games and meet this demand If you are keen to develop virtual reality games with the latest Unity 5 toolkit then this is the book for

you The genre of location based AR games introduces a new platform and technical challenges but this book will help simplify those challenges and show how to maximize your game audience This book will take you on a journey through building a location based AR game that addresses the core technical concepts GIS fundamentals mobile device GPS mapping map textures in Unity mobile device camera camera textures in Unity accessing location based services and other useful Unity tips The technical material also discusses what is necessary for further development to create a multiplayer version of the game At the end you will be presented with troubleshooting techniques in case you get into trouble and need a little help Style and approach This book shows you how to create every step of the game and gives practical examples **OpenCV for Secret Agents** Joseph Howse,2015-01-28 This book is for programmers who want to expand their skills by building fun smart and useful systems with OpenCV The projects are ideal in helping you to think creatively about the uses of computer vision natural user interfaces and ubiquitous computers in your home car and hand **Unity Shaders and Effects Cookbook** Kenny Lammers,2013 Discover how to make your Unity projects look stunning with Shaders and screen effects **Шейдеры и эффекты в Unity. Книга рецептов** Кенни Ламмерс,2022-01-29 Unity Unity Unity 2018 Shaders and Effects Cookbook John P. Doran,Alan Zucconi,2018-06-29 Bring realism to your games by mastering post processing effects and advanced shading techniques in Unity 2018 Key Features Learn the secrets of creating AAA quality shaders without writing long algorithms Master shader programming through easy to follow examples Create stunning visual effects that can be used in 3D games Book Description Since their introduction to Unity shaders have been seen as notoriously difficult to understand and implement in games Complex mathematics has always stood in the way of creating your own shaders and attaining the level of realism you crave Unity 2018 Shaders and Effects Cookbook changes that by giving you a recipe based guide to creating shaders using Unity It will show you everything you need to know about vectors how lighting is constructed with them and how textures are used to create complex effects without the heavy math This book starts by teaching you how to use shaders without writing code with the post processing stack Then you ll learn how to write shaders from scratch build up essential lighting and finish by creating stunning screen effects just like those in high quality 3D and mobile games You ll discover techniques such as normal mapping image based lighting and animating your models inside a shader We ll explore how to use physically based rendering to treat light the way it behaves in the real world At the end we ll even look at Unity 2018 s new Shader Graph system With this book what seems like a dark art today will be second nature by tomorrow What you will learn Understand physically based rendering to fit the aesthetic of your game Write shaders from scratch in ShaderLab and HLSL Cg Combine shader programming with interactive scripts to add life to your materials Design efficient shaders for mobile platforms without sacrificing their realism Use state of the art techniques such as volumetric explosions and fur shading Master the math and algorithms behind the most used lighting models Understand how shader models have evolved and how you can create your own Who this book is for Unity Shaders and Effects Cookbook

is for developers who want to create their first shaders in Unity 2018 or wish to take their game to a whole new level by adding professional post processing effects A solid understanding of Unity is required to get the most from this book

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using Unity This fourth edition is updated and enhanced using Unity 2021 features and tools covering Unity s new way of creating particle effects with the VFX Graph You ll learn how to use VFX Graph for advanced shader development The book also features updated recipes for using Shader Graph to create 2D and 3D elements You ll cover everything you need to know about vectors how they can be used to construct lighting and how to use textures to create complex effects without the heavy math You ll also understand how to use the visual based Shader Graph for creating shaders without any code By the end of this Unity book you ll have developed a set of shaders that you can use in your Unity 3D games and be able to accomplish new effects and address the performance needs of your Unity game development projects So let s get started What You Will Learn Use physically based rendering to fit the aesthetic of your game Create spectacular effects for your games by testing the limits of what shaders can do Explore advanced shader techniques for your games with AAA quality Use Shader Graph to create 2D and 3D elements for your games without writing code Master the math and algorithms behind the commonly used lighting models Get to grips with the Post Processing Stack to tweak the appearance of your game Who this book is for This book is for game developers who want to start creating their first shaders in Unity 2021 and take their game to a whole new level by adding professional post processing effects The book assumes intermediate level knowledge of Unity **Mastering Unity Shaders and Effects** Jamie Dean,2016-08-30 Harness the power of Unity 5 tools to write shaders and create stunning effects for next generation gamesAbout This Book Leverage the power of Unity 5 compatible shaders to create a variety of realistic surfaces Create amazing visual effects for your Unity 5 x games by blending advanced post processing techniques and lighting effects Add that extra visual edge to your games by learning pro level techniquesWho This Book Is ForThis book is for users who are familiar with creating Unity projects and are looking for the next step to create stunning high end visuals in their game project using the latest tools and features You are expected to understand the creation of basic Unity projects game object types and scene navigation You will need some basic programming experience in C or JavaScript What You Will Learn Create amazing visual effects using Unity 5 s improved toolset See the comparative advantages of the Metallic and Specular workflows of Unity s Physically Based Shading system Build your own custom shaders to suit a variety of organic and inorganic surfaces Take your Unity 5 project to the next level with advanced real time and baked lighting methods Design powerful particle effects Find out how shaders materials and scripts work together within the Unity framework Develop high end and optimized game visuals suitable for mobile devices and other platformsIn DetailWith the inclusion of Physically Based Shading and the Standard Shader Unity has opened up new workflows to achieve realism and astounding visuals in your real time application project If you ve been looking for an advanced guide to cater to your games visual needs then this is the right solution for you This book will give you a good understanding of the level of detail and polish you can add to your games with a deeper knowledge of shader and lighting interaction with Physically Based Shading for PC console and mobile game projects You ll see how to create custom lighting effects efficiently and how you can replace expensive

lighting rigs with simpler alternatives Moving forward you will successfully create responsive graphics that automatically adjust to different mobile platforms If you want to improve the post processing of your games and are wondering how to make your game look like a AAA standard game then this book provides all the necessary information to enable you to do so efficiently and effectively **Unity 6 Shaders and Effects Cookbook - Fifth Edition** John P. Doran,2025-03 Overcome challenges head on in Unity 6 shader creation with the help of expert tips practical solutions and cutting edge techniques from best selling author John Doran Key Features Explore Shader Graph to develop expertise in post processing and advanced shading Unlock shortcuts to achieve AAA shader quality without complex algorithms Become proficient in Unity s latest tools including VFX Graph and Unity Muse Purchase of the print or Kindle book includes a free PDF eBook Book Description Shaders enable game developers to craft visually stunning experiences but their complexity and mathematical and technical challenges make it hard to achieve the desired level of realism Written by a top selling author with extensive hands on expertise in game development this latest edition is your indispensable guide to mastering the art of shaders within this evolving landscape Through meticulously curated recipes this book takes a practical approach to equip you with the knowledge and tools necessary to elevate your game visuals to unmatched sophistication In this updated edition you ll gain invaluable insights into leveraging Unity s latest tools including Unity Muse for advanced AI powered texture creation From fully grasping Shader Graph to harnessing the power of vectors and textures this Unity cookbook covers all the aspects of shader development without the need for elaborate mathematical calculations You ll also discover practical techniques for achieving stunning visual effects with ease when creating 2D or 3D elements What You Will Learn Understand the principles of shaders along with how to work in Shader Graph Harness URP and HDRP packages for efficient shader creation Enhance game visuals with modern shader techniques Optimize shaders for performance and aesthetics Master the math and algorithms behind the commonly used lighting models Transform your game s atmosphere with the Post Processing Stack Develop sophisticated shader effects by leveraging fragment shaders and grab pass techniques Who this book is for This book is for game developers looking to elevate their shader expertise and enhance game visuals using Unity 6 Game programmers technical artists and aspiring game developers eager to master shader creation with Shader Graph will find this book very useful A solid understanding of Unity is required to get the most out of this book Table of Contents Using Post Processing with URP Creating Your First Shader with Shader Graph Working with Surfaces Working with Texture Mapping Enhancing Realism Unity Muse and Physically Based Rendering Using Vertex Functions Using Grab Passes Optimizing Shaders Creating Screen Effects with Fullscreen Shaders Gameplay and Screen Effects Understanding Lighting Models Developing Advanced Shading Techniques Utilizing the HDRP **Unreal Engine 4 Shaders and Effects Cookbook** Brais Brenlla Ramos,John P. Doran,2019-05-27 Build optimized efficient and real time applications that are production ready using Unreal Engine s Material Editor Key Features Create stunning visual effects for 3D games and high quality graphics Design

efficient Shaders for mobile platforms without sacrificing their realism Discover what goes into the structure of Shaders and why lighting works the way it does Book DescriptionUnreal Engine 4 is a powerful game engine one which has seen a recent boost in widespread adoption thanks to its ease of use and the powerful rendering pipeline that it packs Seeing as how it s relatively easy to create stunning presentations and visuals Unreal has quickly become a strong contender in industries where this kind of software had been previously denied entry With that in mind this book aims to help you get the most out of Unreal Engine 4 from creating awe inspiring graphics to delivering optimized experiences to your users This is possible thanks to a mixture of hands on experience with real materials and the theory behind them You will immediately know how to create that material that you want to display and you ll also end up with the knowledge that will let you know how to control it All of this will be done without losing sight of two key components of any real time application optimization and efficiency The materials that you create will be light and efficient and they will vary depending on your target platform You ll know which techniques can be used in any kind of device and which ones should be kept to high end machines giving you the confidence to tackle any material related task that you can imagine Hop onboard and discover how What you will learn Master Unreal Engine s rendering pipeline for developing real time graphics Use physically based rendering PBR for building materials and lighting solutions Build optimized materials for games targeting multiple platforms Understand Unreal Engine s node and functions for creating desirable effects Design and build production ready shaders Explore Unreal Engine s Material Editor for building complex materials and textures Who this book is for This book is for developers who want to create their first Shaders in Unreal Engine 4 or wish to take their game to a whole new level by adding professional post processing effects A solid understanding of Unreal is required to get the most from this book   **Unity 2018 Cookbook** Matt Smith,2018-08-31 Develop quality game components and solve common gameplay problems with various game design patterns Key Features Become proficient at traditional 2D and 3D game development Build amazing interactive interfaces with Unity s UI system Develop professional games with realistic animation and graphics materials and cameras and AI with Unity 2018 Book Description With the help of the Unity 2018 Cookbook you ll discover how to make the most of the UI system and understand how to animate both 2D and 3D characters and game scene objects using Unity s Mecanim animation toolsets Once you ve got to grips with the basics you will familiarize yourself with shaders and Shader Graphs followed by understanding the animation features to enhance your skills in building fantastic games In addition to this you will discover AI and navigation techniques for nonplayer character control and later explore Unity 2018 s newly added features to improve your 2D and 3D game development skills This book provides many Unity C gameplay scripting techniques By the end of this book you ll have gained comprehensive knowledge in game development with Unity 2018 What you will learn Get creative with Unity s shaders and learn to build your own shaders with the new Shader Graph tool Create a text and image character dialog with the free Fungus Unity plugin Explore new features integrated into Unity 2018 including TextMesh Pro and

ProBuilder Master Unity audio including ducking reverbing and matching pitch to animation speeds Work with the new Cinemachine and timeline to intelligently control camera movements Improve ambiance through the use of lights and effects including reflection and light probes Create stylish user interfaces with the UI system including power bars and clock displays Who this book is for Unity 2018 Cookbook is for you if you want to explore a wide range of Unity scripting and multimedia features and find ready to use solutions for many game features This book also helps programmers explore multimedia features It is assumed that you already know basics of Unity and have some programming knowledge of C

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