

## Read Unity 5 From Zero To Proficiency Beginner A Step

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The Ultimate Guide to 2D games with Unity Packt Publishing Ltd  
Newly Edited and Updated Version (Fourth Edition) for Unity 2019. Get started with Unity and game programming fast without the headaches Unity is a great software to create video games; however, it includes so many options and features that getting started can feel overwhelming. Without my book, most people spend too long trying to learn how to use Unity the hard way. This book is the only one that will get you to learn Unity fast without wasting so much time. This book is the first book in the series "Unity from Zero to Proficiency" where you will learn to code fast and be able to create your own video games with Unity in no time. What you will learn - After completing this book, you will be able to: - Know and master the features that you need to create 2D and 3D environments for your games. - Quickly create (and navigate through) realistic 3D indoors and outdoors environments. - Create a 3D Maze with lights, walls, and textures. - Use ProBuilder to create a house. - Create an island with trees, sandy beaches, mountains, and water. - Include and control a car and a plane. - Create a 2D platform game (with no scripting needed). - Export your games to the web. Who this book is for This book is for: - Hobbyists who need a book that gets them started with Unity and game development easily. - Parents looking for a book that introduces their children to game programming painlessly. - Teachers looking for a complete and clear resource on programming through the creation of games. - Aspiring indie game developers. How this book is different This is the only book that you need to get started with Unity fast and to enjoy the journey without the frustration. This book includes six chapters that painlessly guide you through the necessary skills to master Unity's interface, use its core features, and create and navigate through realistic 2D and 3D environments. It assumes no prior knowledge on your part and ensures that you have all the information and explanations that you need every step of the way. What this book offers This book includes all the features that you need to get started with Unity and game development: Learn without the headaches: This book assumes that you can't be expected to learn everything at once; this is why you will build all your skills incrementally. In addition, if you are more of a visual learner, you will gain access to a FREE video training that covers all the topics and features introduced in the book so that you can see how it is done. Make your dream of creating your own games come true: This book ensures that you stay motivated by giving you the right amount of information and challenge in each

chapter; we all know that it's hard to keep motivated when learning a new skill, so this book always contextualizes the knowledge with an example (so that you feel it's relevant), and also makes sure that you get to challenge yourself, if you need to, with optional challenges present at the end of each chapter. Progress and feel confident in your skills: You will have the opportunity to learn and to use Unity at your own pace and to become comfortable with its interface. This is because every single new concept introduced will be explained in great detail so that you never feel lost. All the concepts are introduced progressively so that you don't feel overwhelmed. Create your own games and feel awesome: With this book, you will build your own 2D and 3D environments and you will spend more time creating than reading, to ensure that you can apply the concepts covered in each section. All chapters include step-by-step instructions with examples that you can use straight-away. If you want to get started with Unity today, then buy this book now.

*Developing 2D Games with Unity* CRC Press

Children are already learning at birth, and they develop and learn at a rapid pace in their early years. This provides a critical foundation for lifelong progress, and the adults who provide for the care and the education of young children bear a great responsibility for their health, development, and learning. Despite the fact that they share the same objective - to nurture young children and secure their future success - the various practitioners who contribute to the care and the education of children from birth through age 8 are not acknowledged as a workforce unified by the common knowledge and competencies needed to do their jobs well. Transforming the Workforce for Children Birth Through Age 8 explores the science of child development, particularly looking at implications for the professionals who work with children. This report examines the current capacities and practices of the workforce, the settings in which they work, the policies and infrastructure that set qualifications and provide professional learning, and the government agencies and other funders who support and oversee these systems. This book then makes recommendations to improve the quality of professional practice and the practice environment for care and education professionals. These detailed recommendations create a blueprint for action that builds on a unifying foundation of child development and early learning, shared knowledge and competencies for care and education professionals, and principles for effective professional learning. Young children thrive and learn best when they have secure, positive relationships with adults who are knowledgeable about how to support their development and learning and are responsive to their individual progress. Transforming the Workforce for Children Birth Through Age 8 offers guidance on system changes to improve the quality of

professional practice, specific actions to improve professional learning systems and workforce development, and research to continue to build the knowledge base in ways that will directly advance and inform future actions. The recommendations of this book provide an opportunity to improve the quality of the care and the education that children receive, and ultimately improve outcomes for children.

### ***Proceedings of the Institution of Electrical Engineers* Createspace Independent Publishing Platform**

Includes annual report of its council (1941-48, in pt. 1).

Unity from Zero to Proficiency (Advanced) National Academies Press

This fifth edition of the popular C# guide helps you learn the building blocks of C# language, right from variables to classes and exception handling. After getting to grips with the basics of C# programming, it takes you through the world of Unity game development and how you can apply C# knowledge using game development examples.

**Indian Trade Journal** Sams Publishing

Provides information on using the Unity game engine to build games for any platform, including the Web, the Wii, and on smartphones.

### ***Hands-On Unity 2020 Game Development* Patrick Felicia**

In this book, the fourth book in the series, you will learn to create a simple network game, generate levels procedurally, and optimize the performance of your game. This book can be read as a standalone (you don't need to have read the previous books in the series, although it may help) and focuses on four aspects: procedural level creation, database access, multi-player networked games, and code and project optimization (i.e., memory and speed). The main idea behind this book is to save you some headaches when you need to maintain your code or expand your game, and to help you to find the time to actually code your game, by explaining simple and effective ways and best coding and organizational practices that you can use easily to create more code (and games) in less time with less stress and more fun. The content of each chapter is as follows: Chapter 1 explains how you can create procedural levels, using arrays, text files, XML files, or images, and avoid spending a lot of time creating your scene manually. Chapter 2 explains how you can read and write data from/to a database through Unity to save and update user preferences. Chapter 3 explains how to create a simple (but fun) network tank game that can be played by two remote players. Chapter 4 explains advanced techniques to boost the performance of your game, and to make your code and project easily maintainable. Chapter 5 provides answers to frequently-asked questions. The book includes: Step-by-step activities. Challenges at the end of each chapter. Quizzes. Code solutions for each chapter. Cheat-sheets (i.e., shortcuts, best practice, etc.) that you can download.

### ***Journal of the Institution of Electrical Engineers* Apress**

Achieve mesmerizing game experiences using the latest Unity 2021 features by following a practical approach to building professional games Key Features Unleash the capabilities of C# scripting to create UIs, graphics, game AI agents and more Explore Unity's latest tools, including Universal Render Pipeline, Shader Graph, UI Toolkit, Visual Scripting, and VFX graph, to enhance graphics and animation Build an AR experience using Unity's AR Foundation Book Description Learning how to use Unity is the quickest way to creating a full game, but that's not all you can do with this simple, yet comprehensive suite of video game development tools – Unity is just as useful for creating AR/VR

experiences, complex simulations, real-time realistic rendering, films, and practical games for training and education. Hands-On Unity 2021 Game Development outlines a practical journey to creating your first full game from the ground up, building it step-by-step and applying your knowledge as you progress. Complete with hands-on tutorials and projects, this easy-to-follow guide will teach you how to develop the game using several Unity tools. As you advance, you will learn how to use the Unity engine, create simple scripts using C#, integrate graphics, sound, and animations, and manipulate physics to create interesting mechanics for your game. You'll be able to apply all the knowledge that you gain to a real-world game. Later chapters will show you how to code a simple AI agent to challenge the user and use profiling tools to ensure that the code runs efficiently. Finally, you'll work with Unity's AR tools to create AR experiences for 3D apps and games. By the end of this Unity book, you will have created a complete game and built a solid foundation in using a wide variety of Unity tools. What you will learn Explore both C# and Visual Scripting tools to customize various aspects of a game, such as physics, gameplay, and the UI Program rich shaders and effects using Unity's new Shader Graph and Universal Render Pipeline Implement postprocessing to improve graphics quality with full-screen effects Create rich particle systems for your Unity games from scratch using VFX Graph and Shuriken Add animations to your game using the Animator, Cinemachine, and Timeline Use the brand new UI Toolkit package to create user interfaces Implement game AI to control character behavior Who this book is for This book is best suited for game developers looking to upgrade their knowledge and those who want to migrate their existing skills to the Unity game engine. Those with prior Unity knowledge will also benefit from the chapters exploring the latest features. While you'll still be able to follow along if you don't have any programming experience, knowing the fundamentals of C# programming will help you get the most out of this book.

### ***Unity in Action* Patrick Felicia**

In just 24 lessons of one hour or less, Sams Teach Yourself Unity Game Development in 24 Hours will help you master the Unity 5 game engine at the heart of Hearthstone: Heroes of Warcraft, Kerbal Space Program, 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.

### ***Unity Game Development Cookbook* Packt Publishing Ltd**

Creating your own game can be very intimidating at the start, and quite often, regardless of your experience with games, it is sometimes difficult to find the time and motivation to get over the first barriers and to get started. Often, these barriers seem higher than they actually are. Maybe you are a teacher trying to introduce games in your classroom or a parent trying to help your child with coding, but with no previous coding or game development experience; maybe you are a hobbyist who would love to create interactive environments based on your favorite games; maybe you are a student getting started with game development but you just don't know where to start or what resources to use; or maybe you have tried online video tutorials but found them disjointed. You may be wondering: "How can I start to create my games if I have no experience

of coding," or "this game engine is so complex that I just don't know where to get started." This is quite common, and you can easily overcome these issues with a step-by-step approach that gets you to progressively develop and use your skills. This is the approach that I have used successfully over the past years to take students from no knowledge of coding or game development to good levels of proficiency in Unity and coding. Of course, it takes some time and dedication; however, by following the techniques and suggestions described in this book, I can promise you that you will progress, regardless of your background, and become more comfortable with Unity and coding. Content and structure of this book When you purchase this book, you get: - An easy-to-read format that uses a conversational style - 250+ pages of step-by-step instructions using a tried-and-tested method - Plenty of explanations and pictures (more than 80 pictures) to complement the text - Access to the author by email if you have any question - A 1-hour introduction video - 8 additional video tutorials (50+ minutes in total) to help you with the most challenging topics covered in the book - Weekly updates on new topics - A list of the learning objectives at the start of each chapter. - Step-by-step activities. - Opportunities to engage in deeper learning and problem-solving skills through challenges at the end of each chapter. - Quizzes to test your knowledge (with associated solutions). - Full project and code solutions (in JavaScript and C#) for each chapter. - Printable cheat-sheets for shortcuts, and best coding practice. The content of each chapter is as follows: - Chapter 1 gives an introduction to JavaScript and to core principles that will help you to get started with coding. You will learn key programming concepts such as variables, variable types, or functions. - Chapter 2 helps you to code your first script. You will learn how to code following best coding practices, debug your code, and also avoid common errors. - Chapter 3 gets you to improve your scripting skills, enhance your game and add more interaction. You will learn to implement a scoring system, to detect collisions, and to load new levels. - Chapter 4 explains how you can create and update a user interface for your game (e.g., displaying images and messages onscreen) using scripting. - Chapter 5 explains how you can polish-up your game. You will add a splash-screen, a simple inventory system, sound effects, as well as a mini-map. - Chapter 6 explains how to add Non-Player Characters (NPCs) with Artificial Intelligence (AI). You will configure each NPC and get them to either follow the player or walk along a simple path of your choice, and also detect collision with them. - Chapter 7 provides answers to Frequently Asked Questions (FAQs) (e.g., scripting, audio, AI, or user interface)

#### Using Lacan, Reading Fiction Patrick Felicia

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 SQLite4Unity3D 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.

#### Learning C# by Developing Games with Unity 2021 Packt Publishing

Find out how to use the Unity Game Engine to its fullest for both 3D and 2D game development—from the basics to the hottest new tricks in virtual reality. With this unique cookbook, you'll get started in two ways: First, you'll learn about the Unity game engine by following very brief exercises that teach specific features of the software Second, this tutorial-oriented guide provides a collection of snippets that solve common gameplay problems, like determining if a player has completed a lap in a race 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 so you can move onto the next step in the project. Unity Game Development Cookbook is ideal for beginning to intermediate Unity developers. Beginners will get a broad immersion into the Unity development environment, while intermediate developers will learn how to apply the foundational Unity skills they have to solve real game development problems.

#### *The Journal of the Institution of Electrical Engineers* Apress

Newly Edited and Updated Version (Third Edition) for Unity 2020 Learn C# with Unity, and create a full FPS game without the headaches Without this book, most people spend too long trying to learn C# with Unity the hard way. This book is the only one that will get you to learn Unity fast without wasting so much time. It includes twelve chapters that painlessly teach you the necessary skills to create an FPS game and to learn intermediate C# and Unity techniques. What you will learn After completing this book, you will be able to: - Use Unity's built-in methods. - Use Rigidbody physics to propel airborne objects. - Use a Finite State Machine to create intelligent Non-Payer Characters(NPCs). - Manage 3D animations for the NPCs. - Create NPCs who can chase the player. - Create and manage weapons and ammunition for the player. - Include advanced Artificial Intelligence for NPCs including: vision, hearing, random paths, fleeing from or ambushing the player. - Create a 2D scrolling shooter. Content and structure of this book The content of the books is as follows: - In Chapter 1, you will create a simple 3D game where the user has to reach the end of the level by avoiding projectiles from intelligent robots. - In Chapter 2, you will create a gun and a grenade launcher that the player can use to defeat enemies. - In Chapter 3, you will start to use Mecanim and NavMesh navigation to control an animated character that detects, follows, or attacks the player. - In Chapter 4, you will combine the skills that you have acquired in the previous chapters to create a fully functional level where the player needs to escape a level full of armed NPCs. You will also learn how to generate a game level dynamically from your code. - In Chapter 5, you will add off mesh links and manage costs and areas so that NPCs can avoid sections. - In Chapter 6, you will make it possible for NPCs to follow fixed or random paths. - In Chapter 7, you will add vision and hearing to the NPCs. - In Chapter 8, you will create smarter NPCs that can flee from or ambush the player. - In Chapter 9, you will control an army of NPCs and create an AI-driven opposite team. - In Chapter 10, you will create a simple 2D scrolling shooter. - In Chapter 11, you will improve your game by adding explosions and a scrolling background.

- In Chapter 12, you will add intelligent spaceships that attack the player. - In Chapter 13, you will include a shield to the player's spaceship, along with other interesting features (e.g., sound FX, a scoring system, etc). If you want to create FPS games, Intelligent NPCs, and 2D Shooters with Unity using a tried-and-tested method: download this book now!

*Unity from Zero to Proficiency (Intermediate)* O'Reilly Media

Build a tower defense game and earn delectable C# treats by baking cupcakes and fighting fearsome sweet-toothed pandas About This Book Build a complete and exciting 2D Tower Defense game from scratch. Understand and learn to perform each phase of the game development pipeline Homework and exercises to improve your skills and take them to the next level Who This Book Is For If you are looking forward to get started with 2D game development, either if you are a newcomer to this world, or you came from 3D games or other game engines, this book is for you. Although there are many references to other resources throughout the book, it is assumed that you have a general understanding of C# and its syntax and structure. What You Will Learn Import and set up assets for 2D game development Design and implement dynamic and responsive User Interfaces Create and handle complex animation systems Unlock all the potentiality of the physics engine Implement Artificial Intelligence algorithms to give intelligence to your NPCs Script gameplay and overall bring your ideas to life In Detail Want to get started in the world of 2D game development with Unity? This book will take your hand and guide you through this amazing journey to let you know exactly what you need to build the games you want to build, without sacrificing quality. You will build a solid understanding of Unity 5.x, by focusing with the embedded tools to develop 2D games. In learning about these, along with accurate explanations and practical examples, you will design, develop, learn how to market and publish a delectable Tower Defense game about cupcakes versus pandas. Each chapter in this book is structured to give you a full understanding on a specific aspect of the workflow pipeline. Each of these aspects are essential for developing games in Unity. In a step-by-step approach, you will learn about each of the following phases: Game Design, Asset Importing, Scripting, User Interfaces, Animations, Physics, Artificial Intelligence, Gameplay Programming, Polishing and Improving, Marketing, Publishing and much more. This book provides you with exercises and homework at the end of each chapter so that you can level up your skills as a Unity game developer. In addition, each of these parts are centered on a common point of discussion with other learners just like you. Therefore, by sharing your ideas with other people you will not only develop your skills but you will also build a network. Style and approach This is a fun step-by-step approach in the whole pipeline of 2D game development in Unity, which is explained in a conversational and easy-to-follow style. Each topic is explained sequentially, allowing you to experience both basics and advanced features of Unity. By doing this, the book is able to provide you with a solid grasp on each of the topics. In this way, by engaging with the book's content, exploring the additional references to further readings and completing the homework sections, you are able to challenge yourself and apply what you know in a variety of ways. Once you have finished reading this book, you will be well on your way to developing games from start to finish!

**Operator's, Organizational, Direct Support, and General Support Maintenance Manual Including Repair Parts and Special Tools List for DC Power Supply, LVR Series, HP Model 6268B (NSN 6130-00-249-2748).** Packt Publishing Ltd

Vols. for 1970-79 include an annual special issue called IEE reviews.

**The National Engineer** Independently Published

Get started with 2D Games and Unity without the headaches Without my book, most people spend too long trying to create 2D games and learn C# with Unity the hard way. This book is the only one that will get you to learn Unity fast without wasting so much time. It includes 15

chapters that painlessly teach you the necessary skills to master C# with Unity and to create 2D interactive games. What you will learn After completing this book, you will be able to: - Code in C#. - Understand and apply C# concepts. - Create 2D games. - Create a wide range of 2D games including a 2D platformer, a shooter, a word-guessing game, a memory game, a card game, and a puzzle. - Create and use C# variables and methods for your game. - Include intelligent NPCs that chase the player. - Manage collisions, key inputs, and colliders. - Create an update a user interface. - Load new scenes from the code, based on events in your games. Content and structure of this book The content of each chapter is as follows: - Chapters 1, 2, 3, 4, and 5 will show you how to create a platformer game with most of the features that you usually find in this genre. - Chapters 6, 7, 8, 9, and 10 will show you how to create a shooter game with a moving space ship controlled by the player, a scrolling background, missiles, moving asteroids, and much more. - Chapter 11 will show you how to create a word guessing game where the player needs to guess a word, picked at random. - Chapter 12 will show you how to create a memory game based on the famous "Simon Game". - Chapter 13 will show you how to create a card-guessing game where the player needs to memorize the location of cards on a board and to also match identical cards in order to win. - Chapter 14 will show you how to create a puzzle where the player has to move and combine puzzle pieces to complete the puzzle. If you want to start coding in C# and create your own 2D games with Unity using a tried-and-tested method: download this book now

**Operator's, Organizational, Direct Support and General Support Maintenance Manual (including Repair Parts and Special Tools Lists) for DC Power Supply PP-7545/U (Hewlett-Packard Model 6269B) (NSN 6130-00-148-1796).** Packt Publishing Ltd

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 Features Learn C# programming basics, terminology, and coding best practices Become confident with Unity fundamentals and features in line with Unity 2021 Apply your C# knowledge in practice and build a working first-person shooter game prototype in Unity Book 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 learn Follow simple steps and examples to create and implement C# scripts in Unity Develop a 3D mindset to build games that come to life Create 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 extensions Become familiar with stacks, queues, exceptions, error handling, and other core C# concepts Learn how to handle text, XML, and JSON data to save and load your game data Explore the basics of AI for games and implement them to control enemy behavior Who 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

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along if you don't have programming experience, but knowing the basics will help you get the most out of this book.

*Getting Started with Unity 5.x 2D Game Development* Packt Publishing

This book 'Operations Research: Theory and Practice' provides various concepts, theoretical and practical knowledge and develops the techno-managerial skills in the field of engineering. All the angles and approaches of operations applicable to both industrial and institutional needs are presented. It also provides an insight into the historical development of Operations Research. Examples and problems from usual situations that occur in industries are presented wherever necessary. Please note: Taylor & Francis does not sell or distribute the Hardback in India, Pakistan, Nepal, Bhutan, Bangladesh and Sri Lanka.

**Oathbringer** Patrick Felicia

Build fully functional, professional 3D games with realistic environments, sound, dynamic effects, and more!

*Game Development with Unity* Packt Publishing Ltd

Unity for Absolute Beginners walks you through the fundamentals of creating a small third-person shooter game with Unity. Using the free version of Unity to begin your game development career, you'll learn how to import, evaluate and manage your game resources to create awesome third-person shooters. This book assumes that you have little or no experience with game development, scripting, or 3D assets, and that you're eager to start creating games as quickly as possible, while learning Unity in a fun and interactive environment. With Unity for Absolute Beginners you'll become familiar with the Unity editor, key concepts and functionality. You'll learn how to import, evaluate and manage resources. You'll explore C# scripting in Unity, and learn how to use the Unity API. Using the provided art assets, you will learn the fundamentals of good game design and iterative refinement as you take your game from a simple prototype to a quirky, but challenging variation of the ever-popular first-person shooter. As can be expected, there will be plenty of destruction, special effects and mayhem along the way. Unity for Absolute Beginners assumes that you have little or no experience with game development, scripting, or 3D assets, but are eager to get up-to-speed as quickly as possible while learning Unity in a fun and interactive environment.

*The Electrical Review* University of Illinois Press

The #1 New York Times bestselling sequel to Words of Radiance, from epic fantasy author Brandon Sanderson at the top of his game. In Oathbringer, the third volume of the New York Times bestselling Stormlight Archive, humanity faces a new Desolation with the return of the Voidbringers, a foe with numbers as great as their thirst for vengeance. Dalinar Kholin's Alethi armies won a fleeting victory at a terrible cost: The enemy Parshendi summoned the violent Everstorm, which now sweeps the world with destruction, and in its passing awakens the once peaceful and subservient parshmen to the horror of their millennia-long enslavement by humans. While on a desperate flight to warn his family of the threat, Kaladin Stormblessed must come to grips with the fact that the newly kindled anger of the parshmen may be wholly justified. Nestled in the mountains high above the storms, in the tower city of Urithiru, Shallan Davar investigates the wonders of the ancient stronghold of the Knights Radiant and unearths dark secrets lurking in its depths. And Dalinar realizes that his holy mission to unite his homeland of Alethkar was too narrow in scope. Unless all the nations of Roshar can put aside Dalinar's blood-soaked past and stand together—and unless Dalinar himself can confront that past—even the restoration of the Knights Radiant will not prevent the end of civilization. Other Tor books by Brandon Sanderson The Cosmere The Stormlight Archive The Way of Kings Words of Radiance Edgedancer (Novella) Oathbringer The Mistborn trilogy Mistborn: The Final Empire The Well of Ascension The Hero of Ages Mistborn: The Wax and Wayne series Alloy of Law Shadows of Self Bands of Mourning Collection Arcanum Unbounded Other Cosmere novels Elantris Warbreaker The Alcatraz vs. the Evil Librarians series Alcatraz vs. the Evil Librarians The Scrivener's Bones The Knights of Crystallia The Shattered Lens The Dark Talent The Rithmatist series The Rithmatist Other

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