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Chapter 1 : Unity Game Development Company -Unity 3D Game Development Services

Unity, the world's leading real-time engine, is used to create half of the world's games. Our flexible real-time tools offer incredible possibilities for game developers, and creators across industries and applications in 2D, 3D, VR, and AR.

Be able to create ZigZag clone Be able to create flappy bird clone Be able to create augmented reality food menu app like KABAQ Be able to create side scroller ninja game Requirements Be able to write basic code or algorithm Should know about C and programming concepts like functions, loops, etc. It would be wonderful if you could leave review for this courses and help us improve this course further. Go on to build several games including: How to display 3d models, 2d animations, videos in augmented reality Cloud Recognition: You will learn how to use the following: Check out our reviews to see how people love this feature. There are quality screencasts and more. For each demo game you build you will follow this process Be challenged to build the entire game yourself. Be shown step-by step how to build it. Be challenged to apply, and re-apply your knowledge regularly. The creator is qualified and experienced coder and professional game developer, so is able to explain complex concepts clearly, as well as entertain along the way. Here are some things we will not be coveringâ€¦ Performance optimization. Editor plugins or modifications. Unity is a fantastic platform which enables you to make production-quality games. Who is the target audience? Competent and confident with using a computer. Artists who want to learn to bring their assets into games. Some programming experience helpful, but not required. Complete beginners who are willing to work hard. Developers who want to re-skill across to game development. Beginner C students interested to learn about game development Beginner Unity 3D students Anyone interested in learning how to make augmented reality apps.

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Chapter 2 : Unity (game engine) - Wikipedia

Unity 3D is defined to be a revolutionary breakthrough development, in this current sector of mobile gaming development. Nowadays, you will always find help with the best Unity game development from reputed experts.

When it came to making games, though, I was a bit lost as to where to start. I then started on DirectX development but realized that, although it was extremely powerful, it seemed like too much code for what I wanted to do. Then, one day, I decided to experiment with Unity, and I saw it could do some amazing things. This is the first article in a four-part series that will cover the basics and architecture of Unity. Unity allows you to interact with them via not only code, but also visual components, and export them to every major mobile platform and a whole lot moreâ€”for free. You can do an impressive amount with the free version. Unity supports all major 3D applications and many audio formats, and even understands the Photoshop. Unity allows you to import and assemble assets, write code to interact with your objects, create or import animations for use with an advanced animation system, and much more. Figure 1 Platforms Supported by Unity Perhaps the most powerful part of Unity is the Unity Asset Store, arguably the best asset marketplace in the gaming market. The Unity interface is fully scriptable, allowing many third-party plug-ins to integrate right into the Unity GUI. Most, if not all, professional game developers use a number of packages from the asset store, and if you have something decent to offer, you can publish it there as well. So, again, I hesitate to suggest any limits on what Unity can do. Where does Microsoft fit into this? Microsoft and Unity work closely together to ensure great platform support across the Microsoft stack. Getting Started Download the latest version of Unity and get yourself a two-button mouse with a clickable scroll wheel. You can see the differences between the versions at unity3d. Your code, not the Unity engine code, runs on Mono or the Microsoft. Unity lets you test your game in the IDE without having to perform any kind of export or build. If you prefer, you can configure Visual Studio as your editor. To debug, you launch MonoDevelop from Unity. MonoDevelop has a plug-in that opens a connection back to the Unity debugger and issues commands to it after you Debug Attach to Process in MonoDevelop. When you open Unity for the first time, you see the project dialog shown in Figure 2. Figure 2 The Unity Project Wizard In the project dialog, you specify the name and location for your project 1. You can also import a package later. A package is a. Finally, you can choose either 2D or 3D 3. This list is populated from. Anything you download from the Unity asset store also comes as a. As such, it will show up in this list once it exists on your system. You could just double-click on any. The default Unity window layout is shown in Figure 3. All the files in your project. You can drag and drop from Explorer into Unity to add files to your project. The currently open scene. All the game objects in the scene. Note the use of the term GameObjects and the GameObjects dropdown menu. The components properties of the selected object in the scene. Clicking Play plays the game near instantly without having to perform separate builds. Pause pauses the game, and advance frame runs it one frame at a time, giving you very tight debugging control. This window can become somewhat hidden, but it shows output from your compile, errors, warnings and so forth. It also shows debug messages from code; for example, Debug. Log will show its output here. Of important mention is the Game tab next to the Scene tab. This tab activates when you click play and your game starts to run in this window. This is called play mode and it gives you a playground for testing your game, and even allows you to make live changes to the game by switching back to the Scene tab. Be very careful here, though. About Scenes Everything that runs in your game exists in a scene. You can have as many scenes as you want in a project. When you download third-party packages or even sample games from the asset store, you typically must look for the scene files in your project to open. A scene file is a single file that contains all sorts of metadata about the resources used in the project for the current scene and its properties. You can search for all the scenes in your project by clicking the icon indicated in Figure 4 and filtering on Scene. Notice, however, that in any new scene, Unity always creates a camera that has an Audio Listener component already on it. You point Unity to a folder structure and it opens the folder as a project. Projects contain Assets, Library, ProjectSettings, and Temp folders, but the only one that shows up in the interface is the Assets folder, which you can see in Figure 4. The Assets folder contains all your assetsâ€”art, code, audio; every single file you

bring into your project goes here. This is always the top-level folder in the Unity Editor. But make changes only in the Unity interface, never through the file system. The Library folder is the local cache for imported assets; it holds all metadata for assets. The Temp folder is used for temporary files from Mono and Unity during the build process. I want to stress the importance of making changes only through the Unity interface and not the file system directly. This includes even simple copy and paste. Unity tracks metadata for your objects through the editor, so use the editor to make changes outside of a few fringe cases. You can drag and drop from your file system into Unity, though; that works just fine. Almost all types derive from it. The same concept goes for GameObject. All of the objects shown in Figure 5 and many more derive from a GameObject. You can see in Figure 6 that an empty GameObject was added to the scene; note its properties in the Inspector. GameObjects by default have no visual properties except the widget Unity shows when you highlight the object. The Transform property is simply the position, rotation and scale of any GameObject. Unity uses the left-hand coordinate system, in which you think of the coordinates of your computer screen as X horizontal , Y vertical and Z depth, that is, coming in or going out of the screen. Scale are both Vector3 objects. Components You add functionality to GameObjects by adding Components. Everything you add is a Component and they all show up in the Inspector window. There are MeshRender and SpriteRender Components; Components for audio and camera functionality; physics-related Components colliders and rigidbodies , particle systems, path-finding systems, third-party custom Components, and more. You use a script Component to assign code to an object. Components are what bring your GameObjects to life by adding functionality, akin to thedecorator pattern in software development, only much cooler. I renamed the cube Enemy and then created another to have two cubes. You can see in Figure 7 I moved one cube about units away from the other, which you can do by using the move tool on the toolbar or the W key once an object is highlighted. Figure 7 Current Project with Two Cubes The code is a simple class that finds a player and moves its owner toward it. You typically do movement operations via one of two approaches: Either you move an object to a new position every frame by changing its Transform. Position properties, or you apply a physics force to it and let Unity take care of the rest. To assign this script to an object, I simply drag the script file from the project view to the object in the Scene view or the Hierarchy and the code is assigned to the object. Unity takes care of the rest. Figure 8 shows the Enemy cube with the script assigned to it. If you look in the Editor, you can see that my public variable appears with an option to override the default values at run time. This is pretty cool. You can change defaults in the GUI for primitive types, and you can also expose public variables not properties, though of many different object types. If I drag and drop this code onto another GameObject, a completely separate instance of that code component gets instantiated. Store a ref to it. Ensure it has the player tag set. The frame rate varies every second. In Unity, one unit is a meter. This is 2 units. I can also assign scripts to a GameObject, each with its own Start and Update methods and many other methods. Assuming a script component containing this code needs a reference to the EnemyAI class component , I can simply ask for that component: Copy public class EnemyHealth: This is because Unity is background compiling your code. Any compilation issues will show up at the very bottom status bar of your Unity Editor screen, so keep an eye out for them.

Chapter 3 : Unity 3D Mapbox Location-Based Game Development - PCVolcan

Unity Game Development Academy by Devslopes. This is the most comprehensive course on Unity 3d on the Internet. We are avid game developers and were tired of all the junk out there - teaching students how to make 3D cubes without real world game development.

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*Unity 3D Game Developers has 61, members. == Revised Rules as of 11/ == *** The language of this group is English. Other than that be silently.*

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Unity ID. A Unity ID allows you to buy and/or subscribe to Unity products and services, shop in the Asset Store and participate in the Unity community.