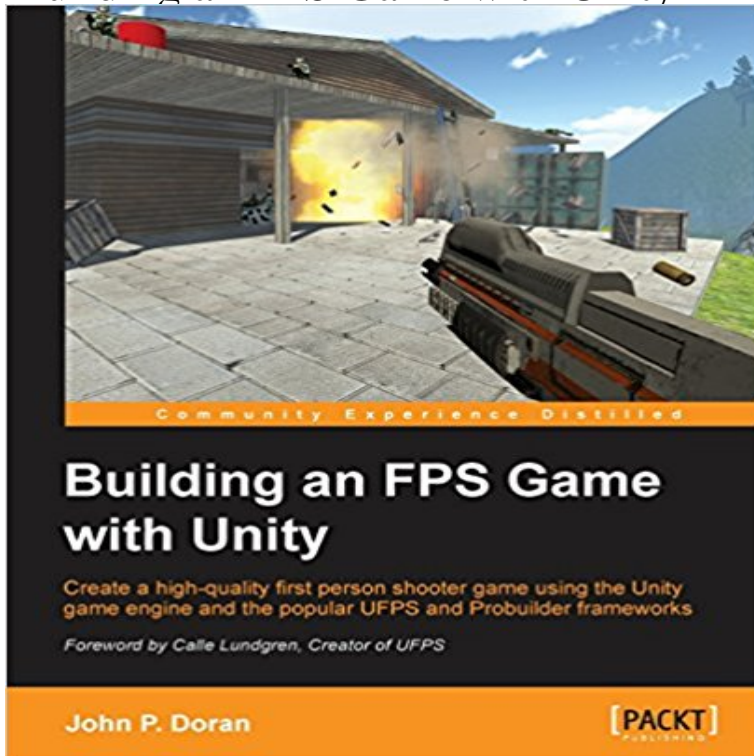


Building an FPS Game with Unity



Create a high-quality first person shooter game using the Unity game engine and the popular UFPS and Probuilder frameworks

About This Book Learn how to use Unity in conjunction with UFPS and ProBuilder to create a high-quality game quickly. Create both interior and exterior environments. A step-by-step guide to building a project with clear examples and instructions to create a number of interesting scenarios.

Who This Book Is For This book is for those who want to create an FPS game in Unity and gain knowledge on how to customize it to be their very own. If you are familiar with the basics of Unity, you will have an easier time, but it should make it possible for someone with no prior experience to learn Unity at an accelerated pace.

What You Will Learn Use UFPS to build custom weapons with custom meshes and behaviors. Explore level design as you prototype levels, making use of Prototype to build levels out quickly. Build environments that are realistic as possible while keeping peak performance and repetitiveness down. Review tips and tricks on how to create environments using both terrain for outdoor areas and a modular workflow for interiors. Develop a number of different encounters that your players can fight against, from a simple turret enemy to complex AI characters from Shooter AI. Discover how to create unique objects such as exploding barrels and objects you can interact with. Create a custom GUI to help your game stand out from the crowd. Package your game for release, create an installer, and get your game out into the world.

In Detail Unity, available in free and

pro versions, is one of the most popular third-party game engines available. It is a cross-platform game engine, making it easy to write your game once and then port it to PC, consoles, and even the web, making it a great choice for both indie and AAA developers. Building an FPS Game in Unity takes readers on an exploration of how to use Unity to create a 3D first person shooter (FPS) title, leveraging the powerful UFPS framework by VisionPunk and Prototype/ProBuilder 2.0 by ProCore3D. After some setting up, you will start by learning how to create custom weapons, prototype levels, create exterior and interior environments, and breathe life into our levels. We will then add polish to the levels. Finally, we will create a custom GUI and menus for our title to create a complete package. Style and approach An easy-to-follow guide with each project containing step-by-step explanations, diagrams, screenshots, and downloadable material. Concepts in Unity and C# are explained as they are used and for the more inquisitive, there are more details on the concepts used with additional external resources to learn from.

Dead on Revival Main menu Skip to content Home About the Blog About the Blogger The Alphabet The List Sleep now; fear human nature tomorrow POSTED ON FEBRUARY 16, 2016 Ive had this blog for nearly a decade. Fuck. POSTED IN LIFE A Prayer POSTED ON NOVEMBER 27, 2015 You are, of course, too much I am easily tired and slow Where you run on for days without rest: The God of ultra-marathons and Bolt Who still jogs beside me on my 12-minute mile Where you work without end: The Messenger for Gods without rest or relent Who pulls me to my feet on 14 hour shifts Where you laugh without reserve: The Prankster who steals their best friends cows Who reminds me that may it harm none we all need to have fun Where you lead: The Guide today until death Who rides beside me on long sleepy nights Enagonius, Poneomenos, Mechaniotos, Diaktoros Transcendent and eternal You called to me and I fall at your feet I thank you, Lord Hermes, for your blessings and your indulgence as I find my way on your path POSTED IN LIFE TAGGED DRU TALKS GODS, HELLENIC POLYTHEIST, HERMES, POLYTHEISM, PRAYER Drunk Advice From A God POSTED ON NOVEMBER 3, 2015 2 the days are pouring nectar down my throat so

thick and sweet that it makes my teeth brittle in exhalation to life and he tastes like spiced wine, in-toxicating and scalding as he elevates me the way a lift carries you as high as you ask it as high as its able He laughs: Burn Your Feet flying through inexorable hours you once spent languishing in despondence Reach out with both your hands for Death and screech your joy when She recoils, smiling POSTED IN LIFE TAGGED DEVOTIONAL STUFF, DRU BLOGS, HERMES, MY STUFF, PERSONAL, POETRY, WRITING Eirwyn p1 POSTED ON JULY 8, 2015 Once upon a time, in a land bordered by a lush, dark wood, there ruled the kind but simple king, Gwirion. Fortunately for his kingdom his young queen, Bywyd was as sharp as he was dull. She advised him in all matters of state, and benevolently attended concerned citizens and visiting dignitaries alike, always with a graceful nod to her husband and a quiet "May it please your Majesty." So it was that they ruled in peace for many years troubled only by the lack of Ysbryd-ane an heir to carry on the divine dragon blood of Gwirions ancestors. When Bywyd found herself full with child at last she rejoiced that their kingdom would be secured, their rule assuredly peaceful for the rest of their lives. And when the child was born, with raven black hair so dark against eyes as blue as lightning and skin as pale as snow, they called her Eirwyn and raised her to understand the five aspects of the dragon that she must ever personify to rule her people. Before her sixth birthday, Eirwyn was already tired of the dusty words she had learned by rote. POSTED IN WRITING TAGGED BLOG, CAMP NANOWRIMO, FAIRY TALE, FEEDBACK PLZ?, WRITING vibrato POSTED ON JULY 8, 2015 OK. Im shaking apart inside Tremors that are too fine to be seen or felt Maybe i can hear them though? If I listen v carefully Cool. Im not really sure why. Maybe minds are meant to fall apart when theyre as delicately stitched together as mine? Ooh or Im picking at the metaphorical seams because Im just so godsdamned bored! Yas. Lets make this an intentional thing Consequences of choices are always easier to stomach Even if theyre shitty Mm. Learn to trust your audience, right? Youre all such bright young things. Your capable and endlessly receptive. Just Like me. POSTED IN WRITING TAGGED IT JUST SEEMS ARROGANT TO CAPITALISE YOUR OWN ME, NOT SORRY, POETRY, SORRY Post navigation • Older posts Subscribe Enter your email address to subscribe to this blog and receive notifications of new posts by email. Join 791 other followers Enter your email address click here to subscribe There was an error retrieving images from Instagram. An attempt will be remade in a few minutes. Twitter Error: Twitter did not respond. Please wait a few minutes and refresh this page. Information This blog was founded by Dru Saxton and Lu Thatcher in February of 2007. Please click About the Blog for more information. 1, 443 posts have been published on this blog since its inception. Blog posts are regularly archived and removed. These archives are available for purchase. Please contact Dru for more information. Updated: May 4, 2012 - 22:35 CDT Tumblr Blogroll Blonde in Asia Book-Addicts Completing the List Creative Copy Challenge Dave Cafe Five Reflections Haiku and Stuff Insight To An Individual Living With Baddies Smashed Collar Bone The Bucket List The Ms Education of Shelby Knox Create a free website or blog at WordPress.com. The Forever Theme. Follow Follow "Dead on Revival" Get every new post delivered to your Inbox. Join 791 other followers Enter your email address Sign me up Build a website with WordPress.com

Building an FPS Game with Unity: John P. Doran: 9781782174806 John P. Doran is a technical game designer who has been creating games for over 10 years. He has worked on an assortment of games in teams comprising of "Building an FPS Game with Unity - Packt Publishing Join us in this new course and have lots of fun building a first-person shooter game with Unity! This course is project-based and covers all the main elements of "How To Make An FPS In Unity 5 Tutorial - Beginners - Part 001 Unity, available in free and pro versions, is one of the most popular third-party game engines available. It is a cross-platform game engine, making it easy to write "Building an FPS Game with Unity eBook: John P. Doran: Amazon Buy Building an FPS Game with Unity on "FREE SHIPPING on qualified orders.

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