

Unity UI Cookbook

By Francesco Sapio

Download Read Online

Unity UI Cookbook By Francesco Sapio

Key Features

- Design and develop interactive and professional user interfaces (UIs) for games in Unity
- Discover how to implement and deal with various in-game UI elements that will impress your players
- This practical recipe guide will help you to efficiently create powerful and remarkable UIs using C# code

Book Description

With the increasing interest in game development, it's essential to design and implement a UI that reflects the game settings and shows the right information to the player. The Unity system is used to create complex and aesthetically pleasing user interfaces in order to give a professional look and feel to a game. Although the new Unity UI system is powerful and quite easy to use, by integrating it with C# scripts, it's possible to realize the potential of this system and bring an impressive UI to games.

This guide is an invaluable collection of recipes if you are planning to use Unity to develop a game. Starting with the basic concepts of the UI components, we'll take you all the way through to creating complex interfaces by including animations and dynamics elements.

Based on real-world problems, these recipes will start by showing you how to make common UI elements such as counters and healthbars. You will then get a walkthrough of how to manage time using timers, and will learn how to format them. You will move on to decorating and animating the UI elements to vivify them and give them a professional touch. Furthermore, you will be guided into the 3D UI world and into HUD scripting. Finally, you will discover how to implement complex minimaps in the interface.

What you will learn

- Implement different kinds of counters and healthbars
- Deal with timers and find out how to format them
- Animate and vivify UI elements
- Handle runtime customizations

- Add complex Head-up displays (HUDs)
- Design and implement 3D UIs
- Integrate minimaps in the UI

About the Author

Francesco Sapio obtained his computer science and control engineering degree from the Sapienza University of Rome, Italy, with a couple of semesters in advance, scoring summa cum laude. Now he is studying a master's of science and engineering in artificial intelligence and robotics.

Besides this, he is a Unity3D expert and skilled game designer, as well as an experienced user of the major graphics programs.

Recently, he has been a reviewer of the book Unity Game Development Scripting, Packt Publishing.

Francesco is also a musician and composer, especially of soundtracks for short films and video games. For several years, he worked as an actor and dancer. He was a guest of honor at the theatre Brancaccio in Rome.

In addition, he is a very active person, having volunteered as a children's entertainer at the Associazione Culturale Torraccia in Rome. Also, he gives private lessons in mathematics and music to high-school and university students.

Finally, Francesco loves math, philosophy, logic, and puzzle solving, but most of all, creating video games ? thanks to his passion for game designing and programming.

You can find him at https://linkedin.com/pub/francesco-sapio/b8/5b/365.

Table of Contents

1. UI Essentials
2. Implementing Counters and Health Bars
3. Implementing Timers
4. Creating Panels for Menus
5. Decorating the UI
6. Animating the UI
7. Applying Runtime Customizations
8. Implementing Advance HUDs
9. Diving into 3D UIs
10. Creating Minimaps

Download Unity UI Cookbook ...pdf

Read Online Unity UI Cookbook ...pdf

Unity UI Cookbook

By Francesco Sapio

Unity UI Cookbook By Francesco Sapio

Key Features

- Design and develop interactive and professional user interfaces (UIs) for games in Unity
- Discover how to implement and deal with various in-game UI elements that will impress your players
- This practical recipe guide will help you to efficiently create powerful and remarkable UIs using C# code

Book Description

With the increasing interest in game development, it's essential to design and implement a UI that reflects the game settings and shows the right information to the player. The Unity system is used to create complex and aesthetically pleasing user interfaces in order to give a professional look and feel to a game. Although the new Unity UI system is powerful and quite easy to use, by integrating it with C# scripts, it's possible to realize the potential of this system and bring an impressive UI to games.

This guide is an invaluable collection of recipes if you are planning to use Unity to develop a game. Starting with the basic concepts of the UI components, we'll take you all the way through to creating complex interfaces by including animations and dynamics elements.

Based on real-world problems, these recipes will start by showing you how to make common UI elements such as counters and healthbars. You will then get a walkthrough of how to manage time using timers, and will learn how to format them. You will move on to decorating and animating the UI elements to vivify them and give them a professional touch. Furthermore, you will be guided into the 3D UI world and into HUD scripting. Finally, you will discover how to implement complex minimaps in the interface.

What you will learn

- Implement different kinds of counters and healthbars
- Deal with timers and find out how to format them
- Animate and vivify UI elements
- Handle runtime customizations
- Add complex Head-up displays (HUDs)
- Design and implement 3D UIs
- Integrate minimaps in the UI

About the Author

Francesco Sapio obtained his computer science and control engineering degree from the Sapienza University of Rome, Italy, with a couple of semesters in advance, scoring summa cum laude. Now he is studying a master's of science and engineering in artificial intelligence and robotics.

Besides this, he is a Unity3D expert and skilled game designer, as well as an experienced user of the major graphics programs.

Recently, he has been a reviewer of the book Unity Game Development Scripting, Packt Publishing.

Francesco is also a musician and composer, especially of soundtracks for short films and video games. For several years, he worked as an actor and dancer. He was a guest of honor at the theatre Brancaccio in Rome.

In addition, he is a very active person, having volunteered as a children's entertainer at the Associazione Culturale Torraccia in Rome. Also, he gives private lessons in mathematics and music to high-school and university students.

Finally, Francesco loves math, philosophy, logic, and puzzle solving, but most of all, creating video games ? thanks to his passion for game designing and programming.

You can find him at https://linkedin.com/pub/francesco-sapio/b8/5b/365.

Table of Contents

1. UI Essentials
2. Implementing Counters and Health Bars
3. Implementing Timers
4. Creating Panels for Menus
5. Decorating the UI
6. Animating the UI
7. Applying Runtime Customizations
8. Implementing Advance HUDs
9. Diving into 3D UIs
10. Creating Minimaps

Unity UI Cookbook By Francesco Sapio Bibliography

- Sales Rank: #1267437 in Books
- Published on: 2015-12-29
- Released on: 2015-12-29
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x .64" w x 7.50" l, 1.08 pounds
- Binding: Paperback
- 284 pages

Download Unity UI Cookbook ...pdf

Read Online Unity UI Cookbook ...pdf

Download and Read Free Online Unity UI Cookbook By Francesco Sapio

Editorial Review

About the Author

Francesco Sapio

Francesco Sapio obtained his computer science and control engineering degree from the Sapienza University of Rome, Italy, with a couple of semesters in advance, scoring summa cum laude. Now he is studying a master's of science and engineering in artificial intelligence and robotics. Besides this, he is a Unity3D expert and skilled game designer, as well as an experienced user of the major graphics programs. Recently, he has been a reviewer of the book Unity Game Development Scripting, Packt Publishing. Francesco is also a musician and composer, especially of soundtracks for short films and video games. For several years, he worked as an actor and dancer. He was a guest of honor at the theatre Brancaccio in Rome. In addition, he is a very active person, having volunteered as a children's entertainer at the Associazione Culturale Torraccia in Rome. Also, he gives private lessons in mathematics and music to high-school and university students. Finally, Francesco loves math, philosophy, logic, and puzzle solving, but most of all, creating video games ? thanks to his passion for game designing and programming. You can find him at https://linkedin.com/pub/francesco-sapio/b8/5b/365.

Users Review

From reader reviews:

Edward Torres:

Nowadays reading books are more than want or need but also get a life style. This reading addiction give you lot of advantages. The benefits you got of course the knowledge even the information inside the book which improve your knowledge and information. The data you get based on what kind of reserve you read, if you want have more knowledge just go with education and learning books but if you want truly feel happy read one using theme for entertaining such as comic or novel. The actual Unity UI Cookbook is kind of e-book which is giving the reader capricious experience.

Teresa Powers:

Reading a publication tends to be new life style on this era globalization. With studying you can get a lot of information which will give you benefit in your life. Along with book everyone in this world could share their idea. Textbooks can also inspire a lot of people. Lots of author can inspire all their reader with their story or maybe their experience. Not only the storyline that share in the ebooks. But also they write about the knowledge about something that you need illustration. How to get the good score toefl, or how to teach your children, there are many kinds of book that you can get now. The authors these days always try to improve their skill in writing, they also doing some analysis before they write for their book. One of them is this Unity UI Cookbook.

Emma Patterson:

The reason? Because this Unity UI Cookbook is an unordinary book that the inside of the reserve waiting for you to snap it but latter it will shock you with the secret that inside. Reading this book alongside it was fantastic author who have write the book in such wonderful way makes the content interior easier to understand, entertaining means but still convey the meaning entirely. So , it is good for you because of not hesitating having this ever again or you going to regret it. This book will give you a lot of benefits than the other book possess such as help improving your proficiency and your critical thinking approach. So , still want to postpone having that book? If I were you I will go to the reserve store hurriedly.

James Jackson:

Do you like reading a book? Confuse to looking for your best book? Or your book has been rare? Why so many query for the book? But any kind of people feel that they enjoy intended for reading. Some people likes reading through, not only science book but in addition novel and Unity UI Cookbook or maybe others sources were given understanding for you. After you know how the good a book, you feel desire to read more and more. Science reserve was created for teacher or maybe students especially. Those guides are helping them to bring their knowledge. In various other case, beside science e-book, any other book likes Unity UI Cookbook to make your spare time much more colorful. Many types of book like here.

Download and Read Online Unity UI Cookbook By Francesco Sapio #MVX54WSOIZF

Read Unity UI Cookbook By Francesco Sapio for online ebook

Unity UI Cookbook By Francesco Sapio Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Unity UI Cookbook By Francesco Sapio books to read online.

Online Unity UI Cookbook By Francesco Sapio ebook PDF download

Unity UI Cookbook By Francesco Sapio Doc

Unity UI Cookbook By Francesco Sapio Mobipocket

Unity UI Cookbook By Francesco Sapio EPub