



Unity Animation Essentials

By Alan Thorn

Download now

Read Online ➔

Unity Animation Essentials By Alan Thorn

Bring your characters to life with the latest features of Unity and Mecanim

About This Book

- Learn the latest features of Unity 5 to develop the most amazing animations for all types of games
- Refine your character animations by applying more advanced workflows and techniques with Mecanim
- A comprehensive book that explores core animation concepts and demonstrates their practical application in games

Who This Book Is For

This book is targeted at hobbyists, students, and game development professionals familiar with the Unity basics, looking to extend their skills and knowledge in the field of real-time game animation. You will need to be familiar with level design and basic scripting in C# and have a good knowledge of game development.

What You Will Learn

- Understand the latest features of Unity 5 such as state machines, meshes, and animation graphs
- Move, transform, and change objects over time using script files
- Use the animation editor and curve tools
- Import and configure externally created animations for use in Unity scenes
- See how to link animations to C# script
- Animate cameras and create a particle system
- Produce sophisticated sprite animations for both 2D and 3D games
- Apply more advanced workflows and techniques to refine character animations

In Detail

Unity is a feature-rich, fully-integrated development engine that provides out-of-the-box functionality for the creation of interactive 3D content. It is an exciting

engine that has a rich and sophisticated animation system called Mecanim.

Unity Animation Essentials offers a comprehensive introduction to powerful animation tools and principles in Unity, which can be used to make great games. This book starts by exploring core animation concepts and then dives deeper to demonstrate their practical application in real-time games. This book shares extensive and useful insights to create animations using a professional grade workflow, and to create responses and interactive scenes. Each chapter focuses on a specific range of topics, from timing and events to character animation and particle systems.

By the end of the book, you should be able to fully utilize the powers of Mecanim and Unity.

 [Download Unity Animation Essentials ...pdf](#)

 [Read Online Unity Animation Essentials ...pdf](#)

Unity Animation Essentials

By Alan Thorn

Unity Animation Essentials By Alan Thorn

Bring your characters to life with the latest features of Unity and Mecanim

About This Book

- Learn the latest features of Unity 5 to develop the most amazing animations for all types of games
- Refine your character animations by applying more advanced workflows and techniques with Mecanim
- A comprehensive book that explores core animation concepts and demonstrates their practical application in games

Who This Book Is For

This book is targeted at hobbyists, students, and game development professionals familiar with the Unity basics, looking to extend their skills and knowledge in the field of real-time game animation. You will need to be familiar with level design and basic scripting in C# and have a good knowledge of game development.

What You Will Learn

- Understand the latest features of Unity 5 such as state machines, meshes, and animation graphs
- Move, transform, and change objects over time using script files
- Use the animation editor and curve tools
- Import and configure externally created animations for use in Unity scenes
- See how to link animations to C# script
- Animate cameras and create a particle system
- Produce sophisticated sprite animations for both 2D and 3D games
- Apply more advanced workflows and techniques to refine character animations

In Detail

Unity is a feature-rich, fully-integrated development engine that provides out-of-the-box functionality for the creation of interactive 3D content. It is an exciting engine that has a rich and sophisticated animation system called Mecanim.

Unity Animation Essentials offers a comprehensive introduction to powerful animation tools and principles in Unity, which can be used to make great games. This book starts by exploring core animation concepts and then dives deeper to demonstrate their practical application in real-time games. This book shares extensive and useful insights to create animations using a professional grade workflow, and to create responses and interactive scenes. Each chapter focuses on a specific range of topics, from timing and events to character animation and particle systems.

By the end of the book, you should be able to fully utilize the powers of Mecanim and Unity.

Unity Animation Essentials By Alan Thorn Bibliography

- Sales Rank: #1462114 in Books
- Published on: 2015-06-30
- Released on: 2015-06-24
- Original language: English
- Number of items: 1
- Dimensions: 9.25" h x .46" w x 7.50" l, .78 pounds
- Binding: Paperback
- 175 pages

 [Download Unity Animation Essentials ...pdf](#)

 [Read Online Unity Animation Essentials ...pdf](#)

Editorial Review

About the Author

Alan Thorn

Alan Thorn is a freelance game developer and author, with over 13 years of industry experience. He founded Wax Lyrical Games and is the creator of the award winning game Baron Wittard: Nemesis of Ragnarok. He is also the author of over 10 video training courses and 15 books on game development, including Mastering Unity Scripting, How to Cheat in Unity 5, and UDK Game Development. Besides this, he is a visiting lecturer for the master's degree course in game design and development at the National Film and Television School, London. Alan has worked as a freelancer on over 500 projects, including games, simulators, kiosks, serious games, and augmented-reality software for game studios, museums, and theme parks worldwide. He is currently working on two game projects. He also enjoys graphics, philosophy, yoga, and hiking. More information about him can be found at <http://www.alanthorn.net>.

Users Review

From reader reviews:

Joyce McDonald:

Have you spare time to get a day? What do you do when you have far more or little spare time? That's why, you can choose the suitable activity intended for spend your time. Any person spent their spare time to take a move, shopping, or went to the Mall. How about open or maybe read a book eligible Unity Animation Essentials? Maybe it is being best activity for you. You recognize beside you can spend your time using your favorite's book, you can cleverer than before. Do you agree with their opinion or you have different opinion?

Leigh Grayer:

Unity Animation Essentials can be one of your nice books that are good idea. We all recommend that straight away because this e-book has good vocabulary that will increase your knowledge in words, easy to understand, bit entertaining however delivering the information. The copy writer giving his/her effort to place every word into joy arrangement in writing Unity Animation Essentials although doesn't forget the main point, giving the reader the hottest as well as based confirm resource information that maybe you can be considered one of it. This great information can easily drawn you into fresh stage of crucial pondering.

Ollie Johnson:

Reading a book to be new life style in this calendar year; every people loves to read a book. When you study a book you can get a lot of benefit. When you read guides, you can improve your knowledge, mainly because book has a lot of information upon it. The information that you will get depend on what sorts of book that you have read. In order to get information about your analysis, you can read education books, but if you want to entertain yourself look for a fiction books, this sort of us novel, comics, along with soon. The Unity

Animation Essentials will give you new experience in reading a book.

Irene Wang:

This Unity Animation Essentials is brand new way for you who has interest to look for some information mainly because it relief your hunger associated with. Getting deeper you onto it getting knowledge more you know otherwise you who still having bit of digest in reading this Unity Animation Essentials can be the light food to suit your needs because the information inside this book is easy to get by means of anyone. These books develop itself in the form that is reachable by anyone, yep I mean in the e-book type. People who think that in reserve form make them feel sleepy even dizzy this guide is the answer. So there is no in reading a e-book especially this one. You can find actually looking for. It should be here for a person. So , don't miss the idea! Just read this e-book sort for your better life as well as knowledge.

Download and Read Online Unity Animation Essentials By Alan Thorn #PK4CGS3RIW7

Read Unity Animation Essentials By Alan Thorn for online ebook

Unity Animation Essentials By Alan Thorn 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 Animation Essentials By Alan Thorn books to read online.

Online Unity Animation Essentials By Alan Thorn ebook PDF download

Unity Animation Essentials By Alan Thorn Doc

Unity Animation Essentials By Alan Thorn Mobipocket

Unity Animation Essentials By Alan Thorn EPub

PK4CGS3RIW7: Unity Animation Essentials By Alan Thorn