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## Unity 3.x Scripting

By Volodymyr Gerasimov

Packt Publishing. Paperback. Condition: New. 292 pages. Dimensions: 9.1in. x 7.3in. x 0.9in. Write efficient, reusable scripts to build custom characters, game environments, and control enemy AI in your Unity game. Make your characters interact with buttons and program triggered action sequences. Create custom characters and code dynamic objects and players interaction with them. Synchronize movement of character and environmental objects. Add and control animations to new and existing characters. Written in simple and step-by-step format with real life examples, this book is the only one in the market to focus on Unity Scripting In Detail. Unity is a powerful tool for anyone who aspires to build interesting and sellable games. One of the exciting aspects of Unity is how easily it can be extended to build custom characters and game environments. Scripting is the key to accomplish all this, but it comes with a steep learning curve. This book will teach you everything you need to know about scripting in Unity. It will take you through creating, including and tweaking scripts for achieving various tasks. Some of these tasks include controlling characters, animations, controlling objects, handling game data and enemy AI. The book will begin by building scripts for simple...



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