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*Unity, this book is for you. Readers who are familiar with the basics of how to create simple projects in Unity will have an easier time.*

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*share knowledge developed by scholars, scientists, and engineers from all over the world, about various applications of the modeling and simulation in the design process of products, in various engineering fields.*

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*The book consists of 12 chapters arranged in two sections (3D Modeling and Virtual Prototyping), reflecting the multidimensionality of applications related to modeling and simulation.*

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*Some of the most recent modeling and simulation techniques, as well as some of the most accurate and sophisticated software in treating complex systems, are applied. All the original contributions in*

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*this book are jointed by the basic principle of a successful modeling and simulation process: as complex as necessary, and as simple as possible. The idea is to manipulate the simplifying assumptions in a*

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*way that reduces the complexity of the model (in order to make a real-time simulation), but without altering the precision of the results.*

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*Book Is For This book is ideal for intermediate level developers who know how to use Unreal Engine and want to go through a series of projects that will further their expertise. Working knowledge of C++ is a must.*

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clean and reusable Blueprint  
scripts Develop any kind of  
game you have in mind,  
following the rules used by  
experts Move through Unreal  
Engine 4, always knowing  
what you are doing and where*

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your needs Integrate C++  
code into your projects  
using Visual Studio and the  
tools that Unreal provides  
Extricate between classes,  
nodes, interfaces, macros,  
and functions Work with*

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*different types of assets,  
from 3D objects to audio  
sources, from UI buttons to  
animations Explore all the  
aspects of the game  
logic—collisions, navigation  
meshes, matinees, volumes,  
events, and states In Detail*

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*games without the need to write a single line of code. The range of features you can access with Blueprint script is pretty extensive, making it one of the foremost choices for many game developers. Unreal*

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*scripting, and giving you all the information you need to create your own games. We start with an introductory chapter to help you move fluidly inside the Blueprint user interface, recognize its different components,*

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*and understand any already  
written Blueprint script.  
Following this, you will  
learn how to modify  
generated Blueprint classes  
to produce a single player  
tic-tac-toe game and  
personalize it. Next, you*

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*will learn how to create simple user interfaces, and how to extend Blueprints through code. This will help you make an informed decision between choosing Blueprint or code. You will then see the real power of*

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*Unreal unleashed as you create a beautiful scene with moving, AI controlled objects, particles, and lights. Then, you will learn how to create AI using a behavior tree and a global level Blueprint, how to*

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*modify the camera, and how to shoot custom bullets. Finally, you will create a complex game using Blueprintable components complete with a menu, power-up, dangerous objects, and different weapons. Style and*

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*approach This is an easy-to-follow guide full of practical game examples. Each chapter contains step-by-step instructions to build a complete game and each game uses a different tool in order to cover all*

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follow guide covers the  
programming and electronics  
essentials needed to build  
fun and educational sensor-  
based projects with both  
Arduino and Raspberry Pi.*

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Sensor Projects for the Evil  
Genius features step-by-step  
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inexpensive, readily  
available parts. You will  
discover how to use touch,  
temperature, moisture,*

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*light, sound, and motion sensors—even sensors that detect the presence of a human! Start-to-finish Arduino and Raspberry Pi projects include:*

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-

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with Unreal. They will be**



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create an installer, and get your  
game out into the world In

Detail Unity, available in free  
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most popular third-party game

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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

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***development. This book mirrors the curriculum used at CampGame, a six week summer program organized for high school students at The New York University and Arizona***



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probably created some  
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might now want to think  
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organize your code well,***

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***AAA standard game and show you the hurdles at multiple stages of development. Similarly, various use cases are used to showcase other patterns such as the***



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platform game engine that is used to develop 2D and 3D video games. Unity 5 is the latest version, and adds a real-time global illumination to the games; and its powerful new features help to improve a game's efficiency. If you love games and want to learn how to make them but have no idea where to begin, then this course is

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built just for you. This learning path is divided into three modules which will take you in this incredible journey of creating games. The course begins with getting you started with programming behaviors in C# so that you can create 2D games in Unity. You will begin by installing Unity and learning about its features. You will learn

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how to perform object-oriented programming and discover how to manage the game play loop, generate game levels, and develop a simple UI for the game. By the time this module comes to a close, you will have mastered the art of applying C# in Unity. It is now time we put into use what we learned in the previous module

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into reality as we move onto the second module. Here, we will be building 7-8 action-packed games of different difficulty levels. Each project will focus on key Unity features as well as game strategy development. This module will mark your transformation from an application developer to a full-fledged Unity game

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developer. Who wouldn't love a game that is fully perfect, functional, and without any glitches? The third module deals with just that by teaching how to enhance your game by learning game optimization skills. Here, you'll gain an understanding of possible solutions to any problem and how to implement them. You will then

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learn everything you need to know about where performance bottlenecks can be found, why they happen, and how to work around them. With this massive wealth of knowledge, at the end of this learning path, you will be able to leverage an array of game development techniques to create your own basic games while resolving any

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issues that you encounter. Style and approach This learning path should be treated as the complete package necessary for building games. It is a step-by-step guide to develop a game from scratch by applying the fundamentals of C# and Unity scripting, with a reference guide in the end to solve all your gaming problems.

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fundamentals of game  
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levels for your characters to play  
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***Who This Book Is For This book is for beginners with no prior game design or programming experience. It is also intended for video game enthusiasts who are brand-new to the world of game development and want to learn how to design a game from***

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***and compatibility with iOS is now becoming the norm for game developers. SpriteKit is part of the native SDK from Apple, and enables developers to make simple entry into game development without unnecessary overhead and a long learning***

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***process. SpriteKit also provides other functionality that is useful for games, including basic sound playback support and physics simulation. In addition, Xcode provides built-in support for SpriteKit so that you can create complex special effects and***

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***texture atlases directly in Xcode. This combination of framework and tools makes SpriteKit a good choice for games and other apps that require similar kinds of animation. Become a master in iOS game development through this fast and fun guide! In the***



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***deploy your game to the iOS App Store, as well as monetizing it to make more revenue. You will also learn advanced techniques to improve your game playing experience, including better multi-tasking, improved performance optimization,***

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*battery management, and more. To end the book off, we'll show you how to update your game with different features, then port the update to the App Store. Style and approach This book provides an easy-to-understand and fun approach to game development,*

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different architectural topics  
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