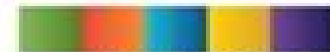


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Development Essentials II with Unity LiveLessons (Video Training) Mike Geig, 2014 Game Development Essentials II with Unity LiveLessons is aimed at teaching visual learners how to use this powerful engine to make their own games In Volume II Mike Geig builds on the success of his first LiveLessons to bring more intermediate level topics to the forefront so that developers can get the most out of this powerful game engine Description In this video training Mike Geig covers key 2D and 3D game development concepts beyond the basics and scripting programming concepts for featured game engines Mike covers the latest version of Unity what's new what's changing and what's important The source code repository for this LiveLesson is broken up into multiple files for downloading click on each lesson number to download the assets for that lesson Lesson 1 Lesson 2 Lesson 3 Lesson 4 Lesson 5 Lesson 6 Lesson 7 Lesson 8 About the Instructor Mike Geig is a screencaster at Unity Technologies the makers of the Unity game engine Mike is also the author of Sams Teach Yourself Unity Game Development and the first volume of these LiveLessons Related video Game Development Essentials with Unity 4 LiveLessons Skill Level Intermediate Advanced What You Will Learn A foundation in game development Key 2D and 3D game development concepts beyond the basics Scripting programming concepts for featured game engines New and cutting edge features of the Unity game engine Who Should Take This Course Game developers looking to get the most out of Unity the powerful game engine to develop cutting edge 2D and 3D games both mobile and desktop Course Requirements Should be familiar with the concepts of programming The specific language should not be too important Users should be familiar with the basics usage of software on their chosen operating system Should be familiar with the Unity game engine either through experience with Volume I of this LiveLesson or some other source Sams Teach Yourself Unity Game Development Users should also be familiar with basic concepts of game development Should be familiar with mathematics basic operations and coordinate systems and game elements players scores enemies etc Users should know how to navigate a PC or Mac and install software Table of Contents Lesson 1 Working with the 2D Game Tools Learning Objectives Understand the basics of the 2D tools Import sprite objects Place sprites in a scene Use basic colliders Use the polygon collider Lesson 2 Working with the Mecanim A **Oakland County Telephone Directories** ,2007 **The Book Buyer's Guide** ,1966

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