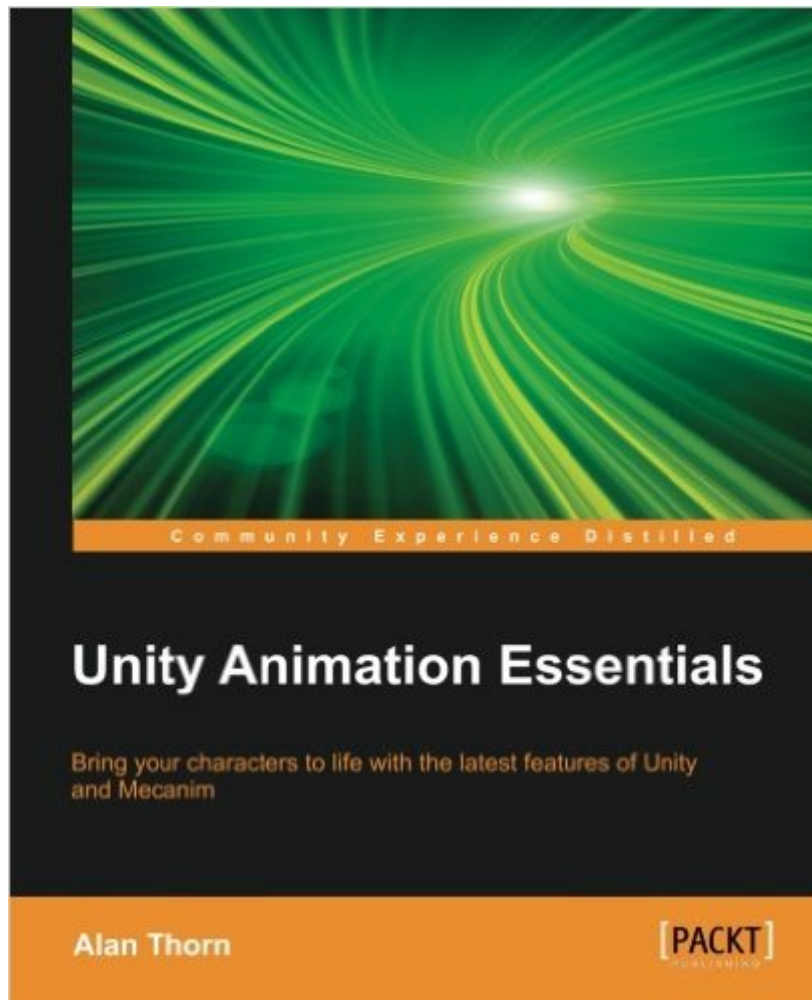# The book was found

Unity Animation Essentials

Synopsis

Bring your characters to life with the latest features of Unity and Mecanim About This BookLearn the latest features of Unity 5 to develop the most amazing animations for all types of gamesRefine your character animations by applying more advanced workflows and techniques with MecanimA comprehensive book that explores core animation concepts and demonstrates their practical application in gamesWho 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 DetailUnity 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.

Book Information

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Customer Reviews

Alan Thorn has quickly become my favorite Unity author. I have purchased four Unity books developed and written by him including this one. Alan's instructional style and easy to follow projects actually teach me something, unlike others who say, "do this" and "do that" without explaining why and when to use a particular function in Unity. Alan takes the time to explain the "why" and "when" in easy to understand language. The sample files provided at the PackT is large, but well worth it! This book walks you through the fundamentals of animation, including sprite (2D) animation; plus, chapters on the fundamentals of mecanim and character animation. I highly recommend this book for anyone interested in learning animation within Unity. In fact, I recommend any of Alan Thorn's books on Unity programming.ALSO, PackT books transfer nicely to the Kindle and Kindle Apps.

I am fairly new to Unity (full time for just a few months) but have decided to make a personal goal of learning as much as I can over the next few months to see its potential. I have been working on a 2D game for a friend's company, and often got confused as to what capabilities Unity offered for 2D versus 3D in regards to animations. I have gone through many online articles and videos but still had some questions unresolved. I ordered this book since it focused solely on this topic, in hopes that it would clear up some of the confusion.The author has a very easy to read writing style. IN fact, I read through the entire book the same day I got it. I had already learned a lot of the material through my own research, but the book did clarify many things and presented some things I didn't know. I was very pleased to see the section near the end on blend trees which was another source of confusion for me until now.Having over 20 years of IT experience, I am fairly good at judging technical books. I believe this book is ideal for beginner to intermediate Unity programmers who want to better understand how animations work in Unity. The writer's style seems to fit those readers in particular. I am currently in the middle of another book by same author (Mastering Unity Scripting) which appears to be even better. I will write a review on that one soon.

I don't have a tremendously long review to contribute-- this is a helpful, extremely concise book that

deals with various types of Unity animation in a very cursory way. But it's cursory in a compelling, to-the-point way. I primarily picked the book up for help learning Mecanim, and it provides a much more well-written and informative introduction to the subject than the other Packt Unity animation book, 'Unity Character Animation with Mecanim'.But when I say short, it's shockingly so-- I was able to work through the whole book in an afternoon. At the end though, I had a pretty decent starting point from which to keep on learning on the subject.Again, since folks care about these things and I'm not sure it's really discussed in the description, all code examples in the book are in C#.

Unity Animation Essentials Mastering Unity 2D Game Development - Building Exceptional 2D Games with Unity Animation (Walt Disney Animation Studios: The Archive Series) How to Create Animation in 10 Easy Lessons: Create 2-D, 3-D, and Digital Animation without a Hollywood Budget (Super Skills) Stop Motion: Craft Skills for Model Animation (Focal Press Visual Effects and Animation) The Animation Book: A Complete Guide to Animated Filmmaking--From Flip-Books to Sound Cartoons to 3- D Animation The Complete Animation Course: The Principles, Practice and Techniques of Successful Animation Unity 3.x Game Development Essentials Racial Unity of the Ancient Egyptians and Nubians Messianic Judaism is Not Christianity: A Loving Call to Unity In Search of Christian Unity: A History of the Restoration Movement Common Experience and the Accommodation of Differences: The Foundation for Unity in Rowan Williams' View of the Church Theosis, Sino-Christian Theology and the Second Chinese Enlightenment: Heaven and Humanity in Unity (Christianities of the World) Learning C# Programming with Unity 3D Unity 5 from Zero to Proficiency (Foundations): A step-by-step guide to creating your first game Unity Virtual Reality Projects Unity 5.x Cookbook True Unity: Willing Communication Between Horse & Human Roadmap to Reconciliation: Moving Communities into Unity, Wholeness and Justice Yantra: The Tantric Symbol of Cosmic Unity