

2d Shader Development Foundations Make Your Game Unique In A World Full Of Lookalikes

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2D SHADER DEVELOPMENT. FOUNDATIONS. Make your games unique in a world full of lookalikes by leveraging the power of shaders. Foundations is the first in a series of 4 books and will provide you with the basic understanding of what a shader is, why we need them, how colors are represented, ...

2D Shader Development

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2D Shader Development Book I - Foundations - Exercises

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The Ultimate Guide to Game Development with Unity is the perfect way to get your feet wet. In this online course, you ' ll gain the foundational skills you need to make 2D and 3D games. In this online course, you ' ll gain the foundational skills you need to make 2D and 3D games.

It ' s time to stop thinking that shaders are magical. You can use shaders to turn data into stunning visual effects, and get your hands dirty by building your own shader with this step-by-step introduction to shader development for game and graphics developers. Learn how to make shaders that move, tint, light up, and look awesome, all without cracking open a math textbook. Practical Shader Development teaches the theory behind how shaders work. The book also shows you how to apply that theory to create eye-popping visual effects. You ' ll learn to profile and optimize those effects to make sure your projects keep running quickly with all their new visuals. You ' ll learn good theory, good practices, and without getting bogged down in the math. Author Kyle Halladay explains the fundamentals of shader development through simple examples and hands-on experiments. He teaches you how to find performance issues in shaders you are using and then how to fix them. Kyle explains (and contrasts) how to use the knowledge learned from this book in three of the most popular game engines today. What You'll Learn Understand what shaders are and how they work Get up to speed on the nuts and bolts of writing vertex and fragment shaders Utilize color blending and know how blend equations work Know the coordinate spaces used when rendering real-time computer graphics Use simple math to animate characters, simulate lights, and create a wide variety of visual effects Find and fix performance problems in shaders See how three popular game engines (Unity, UE4, Godot) handle shaders Who This Book Is For Programmers who are interested in writing their own shaders but do not know where to start, anyone who has ever seen shader code on a forum and wished they knew how to modify it just a little bit to fit into their own

projects, and game developers who are tired of using the default shaders found in the game engines they are using. The book is especially useful for those who have been put off by existing shader tutorials which introduce complex math and graphics theory before ever getting something on the screen.

Over 60 highly focused, practical recipes to maximize your OpenGL Shading language use.

Benefit from the latest rendering tech developments, currently covered only in papers and talks from Siggraph, in a way any developer or technical artist using Unity can take advantage of. This book starts by introducing how shader programming works in general, the common principles of different platforms (OpenGL, Vulkan, and DirectX), and the shading languages Unity uses: Cg, GLSL, and ShaderLab. Physically Based Shader Development for Unity 2017 discusses artistic choices, presenting various techniques (such as translucency and subsurface scattering) and BRDFs (Oren-Nayar, Cook-Torrance, and Ashikhmin-Shirley), and what they can be used for. Finally you ' ll cover the importance of optimizing your code by developing approximations, which achieve similar end results, but are computationally cheaper. By the end of your journey you ' ll be able to develop the look of your game or Unity-rendered animated short so that it looks both unique and impressively realistic, thanks to your own custom lighting system. What You Will Learn Master shader programming Gain all you need to know about physically based shading Take almost full control of the shader subsystem Discover what you can achieve with that control Implement a custom physically based lighting system and examine the logic behind every choice Who This Book Is For Most game developers (both indie and AA) that use Unity and technical artists who are responsible for the final look of a game.

If you have C# knowledge but now want to become truly confident in creating fully functional 2D RPG games with Unity, then this book will show you everything you need to know.

A First Course in Game Programming Most of today ' s commercial games are written in C++ and are created using a game engine. Addressing both of these key elements, Programming 2D Games provides a complete, up-to-date introduction to game programming. All of the code in the book was carefully crafted using C++. As game programming techniques are introduced, students learn how to incorporate them into their own game engine and discover how to use the game engine to create a complete game. Enables Students to Create 2D Games The text covers sprites, animation, collision detection, sound, text display, game dashboards, special graphic effects, tiled games, and network programming. It systematically explains how to program DirectX applications and emphasizes proper software engineering techniques. Every topic is explained theoretically and with working code examples. The example programs for each chapter are available at www.programming2dgames.com.

A project based guides to learn animation, advanced shaders, environments, particle rendering, and networked games with Godot 3.0 Key Features Learn the art of developing cross-platform games Leverage Godot ' s node and scene system to design robust, reusable game objects Integrate Blender easily and efficiently with Godot to create powerful 3D games Book Description Godot Engine Game Development Projects is an introduction to the Godot game engine and its new 3.0 version. Godot 3.0 brings a large number of new features and capabilities that make it a strong alternative to expensive commercial game engines. For beginners, Godot offers a friendly way to learn game development techniques, while for experienced developers it is a powerful, customizable tool that can bring your visions to life. This book consists of five projects that will help developers achieve a sound understanding of the engine when it comes to building games. Game development is complex and involves a wide spectrum of knowledge and skills. This book can help you build on your foundation level skills by showing you how to create a number of small-scale game projects. Along the way, you will learn how Godot works and discover important game development techniques that you can apply to your projects. Using a straightforward, step-by-step approach and practical examples, the book will take you from the absolute basics through to sophisticated game physics, animations, and other techniques. Upon completing the final project, you will have a strong foundation for future success with Godot 3.0. What you will learn Get started with the Godot game engine and editor Organize a game project Import graphical and audio assets Use Godot ' s node and scene system to design robust, reusable game objects Write code in GDScript to capture input and build complex behaviors Implement user interfaces to display information Create visual effects to spice up your game Learn techniques that you can apply to your own game projects Who this book is for Godot Engine Game Development Projects is for both new users and experienced developers, who want to learn to make games using a modern game engine. Some prior programming experience in C and C++ is recommended.

Get Started Quickly with DirectX 3D Programming: No 3D Experience Needed This step-by-step text demystifies modern graphics programming so you can quickly start writing professional code with DirectX and HLSL. Expert graphics instructor Paul Varcholik starts with the basics: a tour of the Direct3D graphics pipeline, a 3D math primer, and an introduction to the best tools and support libraries. Next, you ' ll discover shader authoring with HLSL. You ' ll implement basic lighting models, including ambient lighting, diffuse lighting, and specular highlighting. You ' ll write shaders to support point lights, spotlights, environment mapping, fog, color blending, normal mapping, and more. Then you ' ll employ C++ and the Direct3D API to develop a robust, extensible rendering engine. You ' ll learn about virtual cameras, loading and rendering 3D models, mouse and keyboard input, and you ' ll create a flexible effect and material system to integrate your shaders. Finally, you ' ll extend your graphics knowledge with more advanced material, including post-processing techniques for color filtering, Gaussian blurring, bloom, and distortion mapping. You ' ll develop shaders for casting shadows, work with geometry and tessellation shaders, and implement a complete skeletal animation system for importing and rendering animated models. You don ' t need any experience with 3D graphics or the associated math: Everything ' s taught hands-on, and all graphics-specific code is fully explained. Coverage includes

- The Direct3D API and graphics pipeline
- A 3D math primer: vectors, matrices, coordinate systems, transformations, and the DirectX Math library
- Free and low-cost tools for authoring, debugging, and profiling shaders
- Extensive treatment of HLSL shader authoring
- Development of a C++ rendering engine
- Cameras, 3D models, materials, and lighting
- Post-processing effects
- Device input, component-based architecture, and software services
- Shadow mapping, depth maps, and projective texture mapping
- Skeletal animation
- Geometry and tessellation shaders
- Survey of rendering optimization, global illumination, compute shaders, deferred shading, and data-driven engine

architecture

Are You Wondering How 2D Collision Detection In Video Games Works? Learn how to determine shot impacts, find out which enemies are covered by lines of sight, recognize collisions of race cars or simply check if the mouse cursor floats above a button. This Book Is Designed For Game Developers Who Want To Implement Fast And Efficient 2D Collision Detection. The only prerequisite you need is basic knowledge in procedural programming. If you are familiar with any popular programming language like C, C++, Java, C# or Objective-C you have all you need to understand the code examples throughout the book. What You Will Get From This Book. The following topics get explained in detail: 2D vector mathematics, how to spot collisions of various 2D shapes, simple yet effective body representation of game objects, identifying clashing objects in motion and plenty of optimization tricks. Your Knowledge Will Be Built Up From Scratch. The book is written for beginners, new to the topic of geometrical 2D collision detection. There are plenty of illustrations and code examples which make it easy to understand the necessary concepts and algorithms. Use This Book As A Reference Guide. Aside its introductory nature this book is also designed to serve as a reference guide for looking up specific collision detection functions. So advanced game programmers will derive benefit from it as well. All The Presented Code Is Ready For Immediate Use. The code forged throughout the book can be downloaded from the book's website and can be used right away.

Thoroughly revised, this third edition focuses on modern techniques used to generate synthetic three-dimensional images in a fraction of a second. With the advent of programmable shaders, a wide variety of new algorithms have arisen and evolved over the past few years. This edition discusses current, practical rendering methods used in games and other applications. It also presents a solid theoretical framework and relevant mathematics for the field of interactive computer graphics, all in an approachable style. The authors have made the figures used in the book available for download for fair use. Download Figures. Reviews Rendering has been a required reference for professional graphics practitioners for nearly a decade. This latest edition is as relevant as ever, covering topics from essential mathematical foundations to advanced techniques used by today's cutting edge games. -- Gabe Newell, President, Valve, May 2008 Rendering ... has been completely revised and revamped for its updated third edition, which focuses on modern techniques used to generate three-dimensional images in a fraction of the time old processes took. From practical rendering for games to math and details for better interactive applications, it's not to be missed. -- The Bookwatch, November 2008 You'll get brilliantly lucid explanations of concepts like vertex morphing and variance shadow mapping—as well as a new respect for the incredible craftsmanship that goes into today's PC games. -- Logan Decker, PC Gamer Magazine, February 2009

Unity is the most exciting and popular game engine. After the latest release, Unity has become the primary source of game and Virtual Reality development throughout the world. In this book, you'll learn how to use Unity by making amazing games from popular genres; from an action shooter to a mindbending puzzle game, from an adventure to a VR game.

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