



## Unity UI Cookbook (Paperback)

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By Francesco Sapio

Packt Publishing Limited, United Kingdom, 2015. Paperback. Condition: New. Language: English . Brand New Book \*\*\*\*\* Print on Demand \*\*\*\*\*.Over 60 recipes to help you create professional and exquisite UIs to make your games more immersive About This Book \* Design and develop interactive and professional user interfaces (UIs) for games in Unity \* Discover how to implement and deal with various in-game UI elements that will impress your players \* This practical recipe guide will help you to efficiently create powerful and remarkable UIs using C# code Who This Book Is For If you are a game developer with some experience in Unity and C# and want to create the best interactive experience fast and intuitively, then this book is for you. If you are an intermediate game developer or an expert, these recipes will help you bring out the power of the new UI Unity system. What You Will Learn \* Implement different kinds of counters and healthbars \* Deal with timers and find out how to format them \* Animate and vivify UI elements \* Handle runtime customizations \* Add complex Head-up displays (HUDs) \* Design and implement 3D UIs \* Integrate minimaps in the UI In...



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