

pretty extensive, making it one of the foremost choices for many game developers. Unreal Engine Game Development Blueprints helps you unleash the real power of Unreal by helping you to create engaging and spectacular games. It will explain all the aspects of developing a game, focusing on visual 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, 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 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 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 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 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 the topics in a detailed and progressive manner.

Anatomy for Urologic Surgeons in the Digital Era Packt Publishing Ltd

This book focuses on 21st century geospatial technologies (GT). It highlights their broad range of capabilities and their essential role in effectively addressing and resolving critical everyday issues, such as environment, sustainability, climate change, urban planning, economy, culture and geopolitics. Featuring chapters written by leading international scientists, it discusses the application of GT tools and demonstrates that the problems requiring such tools transcend national boundaries, cultures, political systems and scientific backgrounds on a global scale. In addition, it enhances readers' spatial understanding of, and geographical reasoning in connection with, societal issues. The book will appeal to scientists, teachers and students of geography, the earth sciences and related areas, as well as decision-makers interested in the application and capabilities of geospatial technologies and new, spatial methods for addressing important issues.

The Kraken Sea Springer

"[Jason Pargin] has updated the Lovecraft tradition and infused it with humor that rather than lessening the horror, increases it dramatically. Every time I set the book down down, I was wary that something really was afoot, that there were creatures I couldn't see, and that because I suspected this, I was next. Engaging, comic, and terrifying." —Joe Garden, Features Editor, The Onion "[Pargin] is like a mash-up of Douglass Adams and Stephen King... 'page-turner' is an understatement." —Don Coscarelli, director, Phantasm I-V, Bubba Ho-tep "That rarest of things—a genuinely scary story." —David Wellington, author of Monster Island, Vampire Zero "JOHN DIES AT THE END has a cult following for a reason: it's horrific, thought-provoking, and hilarious all at once. This is one of the most entertaining and addictive novels I've ever read." —Jacob Kier, Publisher, Permuted Press STOP. You should not have touched this flyer with your bare hands. NO, don't put it down. It's too late. They're watching you. My name is David. My best friend is John. Those names are fake. You might want to change yours. You may not want to know about the things you'll read on these pages, about the sauce, about Korrok, about the invasion, and the future. But it's too late. You touched the book. You're in the game. You're under the eye. The only defense is knowledge. You need to read this book, to the end. Even the part with the bratwurst. Why? You just have to trust me. The important thing is this: The sauce is a drug, and it gives users a window into another dimension. John and I never had the chance to say no. You still do. I'm sorry to have involved you in this, I really am. But as you read about these terrible events and the very dark epoch the world is about to enter as a result, it is crucial you keep one thing in mind: None of this was my fault.

Unreal Engine 4 Shaders and Effects Cookbook DC Comics

An easy-to-understand primer on Virtual Reality and Augmented Reality Virtual Reality (VR) and Augmented Reality (AR) are driving the next technological revolution. If you want to get in on the action, this book helps you understand what these technologies are, their history, how they're being used, and how they'll affect consumers both personally and professionally in the very near future. With VR and AR poised to become mainstream within the next few years, an accessible book to bring users up to speed on the subject is sorely needed—and that's where this handy reference comes in! Rather than focusing on a specific piece of hardware (HTC Vive, Oculus Rift, iOS ARKit) or software (Unity, Unreal Engine), Virtual & Augmented Reality For Dummies offers a broad look at both VR and AR, giving you a bird's eye view of what you can expect as they continue to take the world by storm. * Keeps you up-to-date on the pulse of this fast-changing technology * Explores the many ways AR/VR are being used in fields such as healthcare, education, and entertainment * Includes interviews with designers, developers, and technologists currently working in the fields of VR and AR Perfect for both potential content creators and content consumers, this book will change the way you approach and contribute to these emerging technologies.

Augmented and Virtual Reality in Libraries CRC Press

Présentation de la collection: Unreal Engine est probablement l'un des moteurs de jeu les plus aboutis de notre époque. Il est accompagné d'un éditeur à la fois simple et puissant, qui le rend accessible à un public non-développeur: artistes, architectes, ingénieurs, étudiants. A l'origine orienté vers les grosses productions de jeux vidéo, il s'est doté dernièrement d'un nouveau système de licence très attractif: il est désormais gratuit à l'utilisation, seuls 5% de royalties sont demandés sur les jeux et applications développées avec le moteur. Les projets que l'on peut développer dépassent de loin le secteur du jeu: présentations interactives temps-réel, cinématiques, ... là où il y a une histoire à raconter, un produit ou un concept à présenter, un appartement témoin à faire visiter sur Internet, voir un concert «Next Gen» dans un univers virtuel en utilisant un casque de réalité virtuelle ! Avec Unreal Engine, on peut exporter sa création vers Windows, Linux/Steam OS, OSX, Android, iOS, XBOX One, Playstation 4, Oculus Rift... et même directement vers le web en HML5/WebGL. Unreal Engine possède une documentation abondante, voir impressionnante. De très nombreux sujets y sont traités, mais cette pléthore d'informations rend aussi la découverte de l'outil très difficile, tant la couverture fonctionnelle du produit semble interminable. Et quand on se penche sur un thème précis, on se retrouve inévitablement en manque d'informations, ce qui peut paraître paradoxal. Ce que nous vous proposons est une approche parallèle à cela: un ensemble de plusieurs cahiers qui vous guideront dans la création de tel ou tel type de jeu, sans avoir la prétention de se substituer au manuel officiel. Au delà de la création des jeux, nous explorerons en détail tel ou tel aspect de l'outil, en faisant un point complet sur la question, comme «la création de cinématiques» (les «cute scenes») ou «la gestion des effets spéciaux». Chaque cahier peut être lu individuellement, et selon vos besoins. Contenu de ce cahier: Dans ce premier tome, nous allons vous aider à faire vos premiers pas sous l'éditeur en créant votre premier jeu sous Unreal Engine. Au sommaire: les fonctions de modélisation de l'éditeur, la création de composants, la programmation Blueprints, l'éditeur de cinématique Matinee, la création de matériaux (les textures, les normal maps, la transparence et les masques, les matériaux émissifs, les matériaux animés et dynamiques, les déformations via le World Displacement, les Subsurface colors, la réfraction, les fonctions de matériaux, les instances, etc.), la modélisation de paysages et l'outil «foliage». Pour terminer, nous intégrerons un personnage au paysage - avatar que nous pourrons contrôler pour explorer le

paysage que nous venons de créer et explorer le bâtiment que nous avons construit.

Virtual & Augmented Reality For Dummies Rowman & Littlefield

Want to make games for Windows, Mac, iPad, Android, the web, game consoles, or all of them? Don't know where to begin? Download Unreal Engine 4 for free, and get this book! In just 24 lessons of one hour or less, Sams Teach Yourself Unreal Engine 4 Game Development in 24 Hours will help you master every step of the game development process, and bring everything together in real projects that create real games. Each short, easy lesson builds on all that's come before, guiding you smoothly to mastery. The authors cover all this, and much more: How games and game projects are organized What Unreal Engine 4 does, and how it works Essential Unreal Engine 4 terminology and techniques Creating levels Editing materials, landscape, and foliage Integrating audio into your games Creating amazing effects with the Cascade Editor and Unreal's particle system Visually scripting your games, including level blueprints and FPS encounters Implementing game physics Recognizing and reacting to user inputs Building your executable Working with motion graphics, interfaces, and HUDs Scripting arcade shooters Developing for mobile devices And much more All the project files and assets you'll need are available for download, including "before-and-after" files demonstrating initial setup and proper completion for every exercise. Throughout, step-by-step instructions walk you through common questions, issues, and tasks; Q-and-As, Quizzes, and Exercises build and test your knowledge; "Did You Know?" tips offer insider advice and shortcuts; and "Watch Out!" alerts help you avoid problems. By the time you're finished, you'll have all the skills and code you'll need to build great games with Unreal Engine 4 - no matter what kind of game you want to create, or where you want to deliver it.

Разработка игр на Unreal Engine 4 за 24 часа John Wiley & Sons

Apply the techniques needed to build VR applications for mobile and standalone head-mounted displays (HMDs) using the Unreal Engine. This book covers the entire VR ecosystem including production tools, Unreal engine, workflows, performance and optimization, and presents two fully-developed projects to reinforce what you've learned. Media designers, CG artists and other creatives will be able to take advantage of real-time engine techniques and easy-to-learn visual scripting logic to turn their creations into immersive and interactive VR worlds. Gear VR, the Oculus Go and other Android based VR HMDs are becoming exciting new platforms for immersive business presentations, entertainment and educational solutions. The Unreal engine, one of the world's most powerful and popular game engines, is now free to use and has become increasingly popular for real-time visualizations and enterprise solutions in recent years. With Unreal's powerful blueprint visual scripting system, non-coders can now design blueprints in Unreal, unlock the power of rapid prototyping, and create complex interactions without a line of code. Get your copy of Unreal for Mobile and Standalone VR today and begin using this powerful tool-set to create high-end VR apps for a wide range of applications from games, B2B, to education. What You'll Learn Explore the VR ecosystem, including history, recent trends and future outlook Review tool set, graphics and animation pipeline (Blender, Zbrush, Substance Painter and others) Examine graphics optimization techniques Set up a project and the target platform Design interaction with Unreal blueprints Deployments, testing, further optimization Who This Book Is For Multimedia designers, CG artists, producers, app developers. No coding experience is required.

Les cahiers d'Unreal Engine T1 Apress

Directly from the bestselling, groundbreaking Batman/Fortnite: Zero Point miniseries, comes an oversized one-shot that brings the action from the island to Gotham City. If you thought the Batman/Fortnite saga was over, think again...it only gets bigger from here! Please note: This digital comic purchase DOES NOT include any redeemable code for Fortnite in-game bonus rewards.

Extending Unity with Editor Scripting Sams Publishing

This book offers the latest research and new perspectives on Interactive Collaborative Learning and Engineering Pedagogy. We are currently witnessing a significant transformation in education, and in order to face today's real-world challenges, higher education has to find innovative ways to quickly respond to these new needs. Addressing these aspects was the chief aim of the 21st International Conference on Interactive Collaborative Learning (ICL2018), which was held on Kos Island, Greece from September 25 to 28, 2018. Since being founded in 1998, the conference has been devoted to new approaches in learning, with a special focus on collaborative learning. Today the ICL conferences offer a forum for exchanging information on relevant trends and research results, as well as sharing practical experiences in learning and engineering pedagogy. This book includes papers in the fields of: * New Learning Models and Applications * Pilot Projects: Applications * Project-based Learning * Real-world Experiences * Remote and Virtual Laboratories * Research in Engineering Pedagogy * Technical Teacher Training It will benefit a broad readership, including policymakers, educators, researchers in pedagogy and learning theory, school teachers, the learning industry, further education lecturers, etc.

2020 IEEE Graphics and Multimedia (GAME) Packt Publishing Ltd

Singapore's leading tech magazine gives its readers the power to decide with its informative articles and in-depth reviews.

Unreal for Mobile and Standalone VR Addison-Wesley Professional

Whether you want to gamble in a glitzy casino on the Strip, party at a happening club, or take a side-trip to Hoover Dam or the Grand Canyon, the local Fodor's travel experts in Las Vegas are here to help! Fodor's Las Vegas guidebook is packed with maps, carefully curated recommendations, and everything else you need to simplify your trip-planning process and make the most of your time. This new edition has been fully-redesigned with an easy-to-read layout, fresh information, and beautiful color photos. Fodor's Las Vegas travel guide includes: AN ILLUSTRATED ULTIMATE EXPERIENCES GUIDE to the top things to see and do MULTIPLE ITINERARIES to effectively organize your days and maximize your time MORE THAN 11 DETAILED MAPS and a FREE PULL-OUT MAP to help you navigate confidently COLOR PHOTOS throughout to spark your wanderlust! HONEST RECOMMENDATIONS FROM LOCALS on the best sights, restaurants, hotels, nightlife, shopping, performing arts, activities, side-trips, and more PHOTO-FILLED "BEST OF" FEATURES on "Best Under the Radar Experiences," "Best Pools," "Best Celebrity Chef Restaurants," "Best Buffets," and more TRIP-PLANNING TOOLS AND PRACTICAL TIPS including when to go, getting around, beating the crowds, and saving time and money HISTORICAL AND CULTURAL INSIGHTS providing rich context on the local people, politics, art, architecture, cuisine, music, geography and more SPECIAL FEATURES on "History, Las Vegas Style," "What to Watch and Read Before You Visit," and "Free Things to Do" LOCAL WRITERS to help you find the under-the-radar gems UP-TO-DATE COVERAGE ON: Every major hotel on and off the Strip, Henderson, Paradise Road, Downtown, Summerlin, Red Rock Canyon, Aria, MGM Grand, Cirque du Soleil, the Grand Canyon, Hoover Dam, Area 51, and more. Planning on visiting other places in the Southwest? Check out Fodor's California, Fodor's Utah, Fodor's Arizona & the Grand Canyon, and Fodor's In Focus Santa Fe. *Important note for digital editions: The digital edition of this guide does not contain all the images or text included in the physical edition. ABOUT FODOR'S AUTHORS: Each Fodor's Travel Guide is researched and written by local experts. Fodor's has been offering expert advice for all tastes and budgets for over 80 years. For more travel inspiration, you can sign up for our travel newsletter at fodors.com/newsletter/signup, or follow us @FodorsTravel on Facebook, Instagram, and Twitter. We invite you to join our friendly community of travel experts at fodors.com/community to ask any other questions and share your experience with

us!