



# Unity UI Cookbook

By Francesco Sapiو

[Download now](#)

[Read Online](#) 

**Unity UI Cookbook** By Francesco Sapiو

## Key Features

- 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

## Book Description

With the increasing interest in game development, it's essential to design and implement a UI that reflects the game settings and shows the right information to the player. The Unity system is used to create complex and aesthetically pleasing user interfaces in order to give a professional look and feel to a game. Although the new Unity UI system is powerful and quite easy to use, by integrating it with C# scripts, it's possible to realize the potential of this system and bring an impressive UI to games.

This guide is an invaluable collection of recipes if you are planning to use Unity to develop a game. Starting with the basic concepts of the UI components, we'll take you all the way through to creating complex interfaces by including animations and dynamics elements.

Based on real-world problems, these recipes will start by showing you how to make common UI elements such as counters and healthbars. You will then get a walkthrough of how to manage time using timers, and will learn how to format them. You will move on to decorating and animating the UI elements to vivify them and give them a professional touch. Furthermore, you will be guided into the 3D UI world and into HUD scripting. Finally, you will discover how to implement complex minimaps in the interface.

## 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

## About the Author

**Francesco Sapiò** obtained his computer science and control engineering degree from the Sapienza University of Rome, Italy, with a couple of semesters in advance, scoring summa cum laude. Now he is studying a master's of science and engineering in artificial intelligence and robotics.

Besides this, he is a Unity3D expert and skilled game designer, as well as an experienced user of the major graphics programs.

Recently, he has been a reviewer of the book *Unity Game Development Scripting*, Packt Publishing.

Francesco is also a musician and composer, especially of soundtracks for short films and video games. For several years, he worked as an actor and dancer. He was a guest of honor at the theatre Brancaccio in Rome.

In addition, he is a very active person, having volunteered as a children's entertainer at the Associazione Culturale Torraccia in Rome. Also, he gives private lessons in mathematics and music to high-school and university students.

Finally, Francesco loves math, philosophy, logic, and puzzle solving, but most of all, creating video games — thanks to his passion for game designing and programming.

You can find him at <https://linkedin.com/pub/francesco-sapiò/b8/5b/365>.

## Table of Contents

1. UI Essentials
2. Implementing Counters and Health Bars
3. Implementing Timers
4. Creating Panels for Menus
5. Decorating the UI
6. Animating the UI
7. Applying Runtime Customizations
8. Implementing Advance HUDs
9. Diving into 3D UIs
10. Creating Minimaps



[Download Unity UI Cookbook ...pdf](#)

 [Read Online Unity UI Cookbook ...pdf](#)

# Unity UI Cookbook

By *Francesco Sapi*

**Unity UI Cookbook** By Francesco Sapi

## Key Features

- 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

## Book Description

With the increasing interest in game development, it's essential to design and implement a UI that reflects the game settings and shows the right information to the player. The Unity system is used to create complex and aesthetically pleasing user interfaces in order to give a professional look and feel to a game. Although the new Unity UI system is powerful and quite easy to use, by integrating it with C# scripts, it's possible to realize the potential of this system and bring an impressive UI to games.

This guide is an invaluable collection of recipes if you are planning to use Unity to develop a game. Starting with the basic concepts of the UI components, we'll take you all the way through to creating complex interfaces by including animations and dynamics elements.

Based on real-world problems, these recipes will start by showing you how to make common UI elements such as counters and healthbars. You will then get a walkthrough of how to manage time using timers, and will learn how to format them. You will move on to decorating and animating the UI elements to vivify them and give them a professional touch. Furthermore, you will be guided into the 3D UI world and into HUD scripting. Finally, you will discover how to implement complex minimaps in the interface.

## 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

## About the Author

**Francesco Sapi** obtained his computer science and control engineering degree from the Sapienza University of Rome, Italy, with a couple of semesters in advance, scoring summa cum laude. Now he is studying a master's of science and engineering in artificial intelligence and robotics.

Besides this, he is a Unity3D expert and skilled game designer, as well as an experienced user of the major graphics programs.

Recently, he has been a reviewer of the book Unity Game Development Scripting, Packt Publishing.

Francesco is also a musician and composer, especially of soundtracks for short films and video games. For several years, he worked as an actor and dancer. He was a guest of honor at the theatre Brancaccio in Rome.

In addition, he is a very active person, having volunteered as a children's entertainer at the Associazione Culturale Torraccia in Rome. Also, he gives private lessons in mathematics and music to high-school and university students.

Finally, Francesco loves math, philosophy, logic, and puzzle solving, but most of all, creating video games — thanks to his passion for game designing and programming.

You can find him at <https://linkedin.com/pub/francesco-sapio/b8/5b/365>.

## Table of Contents

1. UI Essentials
2. Implementing Counters and Health Bars
3. Implementing Timers
4. Creating Panels for Menus
5. Decorating the UI
6. Animating the UI
7. Applying Runtime Customizations
8. Implementing Advance HUDs
9. Diving into 3D UIs
10. Creating Minimaps

## Unity UI Cookbook By Francesco Sapiro Bibliography

- Rank: #774931 in eBooks
- Published on: 2015-12-29
- Released on: 2015-12-29
- Format: Kindle eBook

 [Download Unity UI Cookbook ...pdf](#)

 [Read Online Unity UI Cookbook ...pdf](#)

## Download and Read Free Online Unity UI Cookbook By Francesco Sapi

---

### Editorial Review

#### About the Author

#### Francesco Sapi

Francesco Sapi obtained his computer science and control engineering degree from the Sapienza University of Rome, Italy, with a couple of semesters in advance, scoring summa cum laude. Now he is studying a master's of science and engineering in artificial intelligence and robotics. Besides this, he is a Unity3D expert and skilled game designer, as well as an experienced user of the major graphics programs. Recently, he has been a reviewer of the book Unity Game Development Scripting, Packt Publishing. Francesco is also a musician and composer, especially of soundtracks for short films and video games. For several years, he worked as an actor and dancer. He was a guest of honor at the theatre Brancaccio in Rome. In addition, he is a very active person, having volunteered as a children's entertainer at the Associazione Culturale Torraccia in Rome. Also, he gives private lessons in mathematics and music to high-school and university students. Finally, Francesco loves math, philosophy, logic, and puzzle solving, but most of all, creating video games ? thanks to his passion for game designing and programming. You can find him at <https://linkedin.com/pub/francesco-sapi/b8/5b/365>.

### Users Review

#### From reader reviews:

##### Jack Cluck:

What do you regarding book? It is not important together with you? Or just adding material when you need something to explain what your own problem? How about your free time? Or are you busy man or woman? If you don't have spare time to perform others business, it is gives you the sense of being bored faster. And you have extra time? What did you do? Every individual has many questions above. They need to answer that question due to the fact just their can do this. It said that about publication. Book is familiar on every person. Yes, it is appropriate. Because start from on kindergarten until university need that Unity UI Cookbook to read.

##### Johnnie Nystrom:

As people who live in the modest era should be update about what going on or data even knowledge to make these people keep up with the era which is always change and move forward. Some of you maybe may update themselves by reading books. It is a good choice for you but the problems coming to you actually is you don't know which one you should start with. This Unity UI Cookbook is our recommendation to help you keep up with the world. Why, as this book serves what you want and want in this era.

##### William Kelley:

The guide untitled Unity UI Cookbook is the guide that recommended to you to study. You can see the

quality of the book content that will be shown to you. The language that creator use to explained their way of doing something is easily to understand. The copy writer was did a lot of analysis when write the book, therefore the information that they share to your account is absolutely accurate. You also will get the e-book of Unity UI Cookbook from the publisher to make you a lot more enjoy free time.

**Gilbert Phillips:**

The particular book Unity UI Cookbook has a lot info on it. So when you check out this book you can get a lot of advantage. The book was written by the very famous author. McDougal makes some research before write this book. This kind of book very easy to read you can obtain the point easily after reading this article book.

**Download and Read Online Unity UI Cookbook By Francesco Sapiro  
#E4YZH7VNQW9**

# **Read Unity UI Cookbook By Francesco Sapiو for online ebook**

Unity UI Cookbook By Francesco Sapiو Free PDF d0wnl0ad, audio books, books to read, good books to read, cheap books, good books, online books, books online, book reviews epub, read books online, books to read online, online library, greatbooks to read, PDF best books to read, top books to read Unity UI Cookbook By Francesco Sapiو books to read online.

## **Online Unity UI Cookbook By Francesco Sapiو ebook PDF download**

**Unity UI Cookbook By Francesco Sapiو Doc**

**Unity UI Cookbook By Francesco Sapiو Mobipocket**

**Unity UI Cookbook By Francesco Sapiو EPub**

**E4YZH7VNQW9: Unity UI Cookbook By Francesco Sapiو**