

بسم الله الرحمن الرحيم

GETTING TO KNOW

THE VIDEO GAME INDUSTRY

BY EBRAHIM RAZMDIDEH

1402/8/1

Topics:

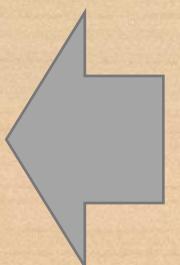
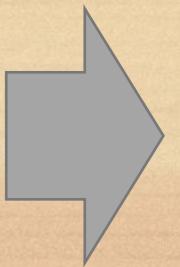
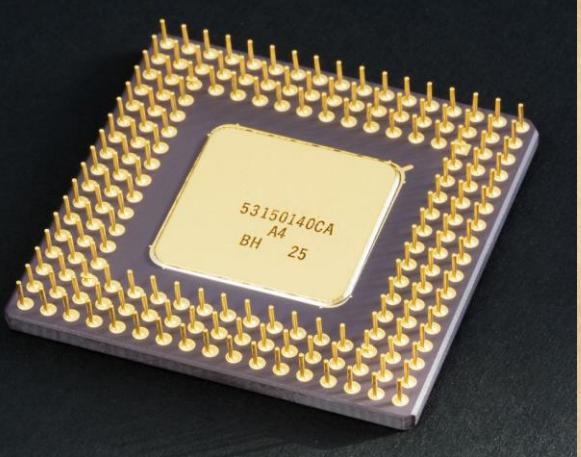
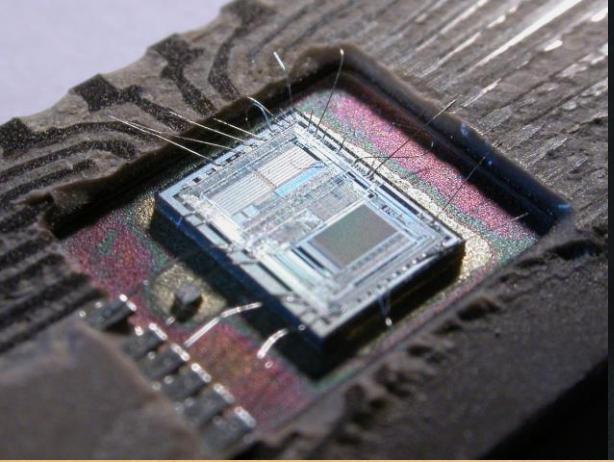
- ❖ An introduction to video games
 - Definition of video game
 - Video game history
- ❖ Global Games Market value
- ❖ Who is game programmer?
- ❖ Game engines & Languages
- ❖ Understanding video games
- ❖ Team Working
- ❖ let's begin



What is video game?



Why not computer game?



HOME GAMES TOURNAMENT

HOLE 72 - HOLE VISIBLE FROM ALL STS

BBEY GC

The 18-hole golf course located in Lakewood, Ohio's oldest continuous golf course and its history dates back to 1897. The course has been rated 3.74 by the USGA.

100% user reviews

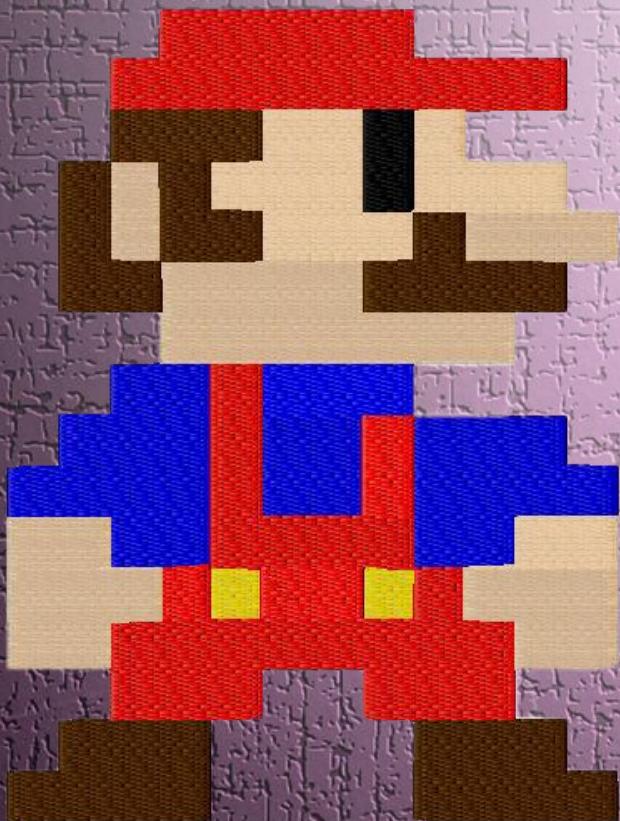
FINAL

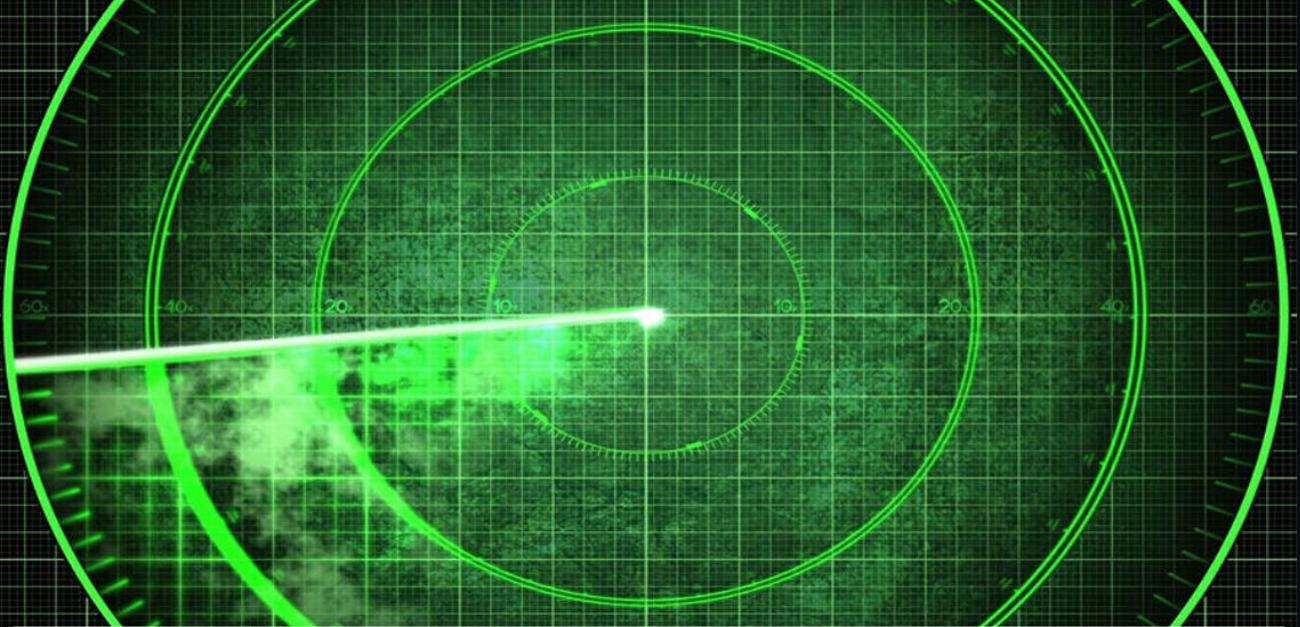


TELEGRAM



HISTORY CLASS





Cathode Ray Tube Amusement Device (1947) (RIP)



Pong (1967)



Tennis for Two (1958) (RIP)



Nintendo

&

PS

let's Talk about Money

GLOBAL GAMES MARKET VALUE IN 2023

187.7 B

market size of the Global Movie
Production & Distribution industry in
2023

92.5 B



XBOX

+

ACTIVISION

BLIZZARD

KING

68.7 B



OVERWATCH



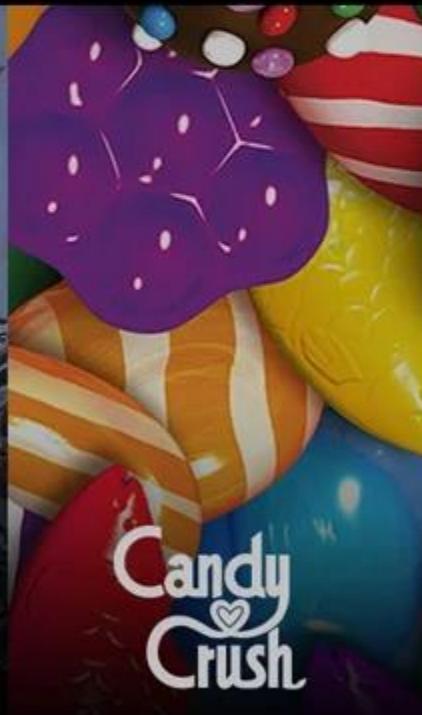
DIABLO



CALL OF DUTY



WORLD
WARCRAFT



Candy
Crush



STARCRAFT



big company (not game company) try to make
money from game

- Amazon Luna
- Netflix Games
- FaceBook games (Oculus Quest 2)

Saudi Arabia

آیا تو ایران میشه بازی ساز شد؟

Who is Game programmer?



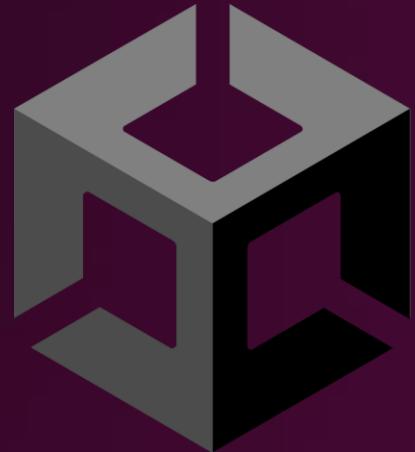
```
public static class Dllloading {
    /// In Unity editor, call this function before attempting to call anything in FiremanNative.
    public static void PrepareLibraryFile() {
        // Copy file from Rust build:
        string source = "fireman-native/target/release/fireman_unity.dll";
        // Copy to the temp directory, giving it a unique name:
        string target = $"{Path.GetTempPath()}/{FiremanNativeVersion.libName}.dll";
        File.Copy(source, target);

        // Load the DLL so DllImport can find it
        IntPtr dllHandle = LoadLibraryA(target);
        if(dllHandle == IntPtr.Zero) {
            int error = Marshal.GetLastWin32Error();
            throw new System.ApplicationException(
                $"Failed to load {target}: LoadLibrary failed. GetLastError {error}"
            );
        }
    }

    [DllImport("Kernel32.dll", EntryPoint = "LoadLibrary", CallingConvention = CallingConvention.I
    private static extern IntPtr LoadLibraryA(string hModule);
}
```



Game engines



Unity

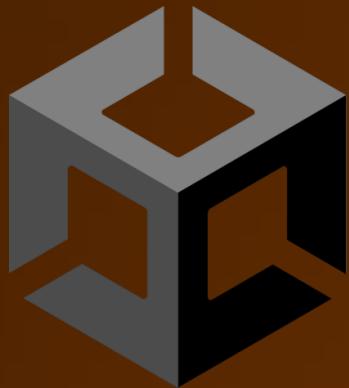


DECIMA



UNREAL
ENGINE





Unity

C#, JavaScript (UnityScript)



UNREAL
ENGINE

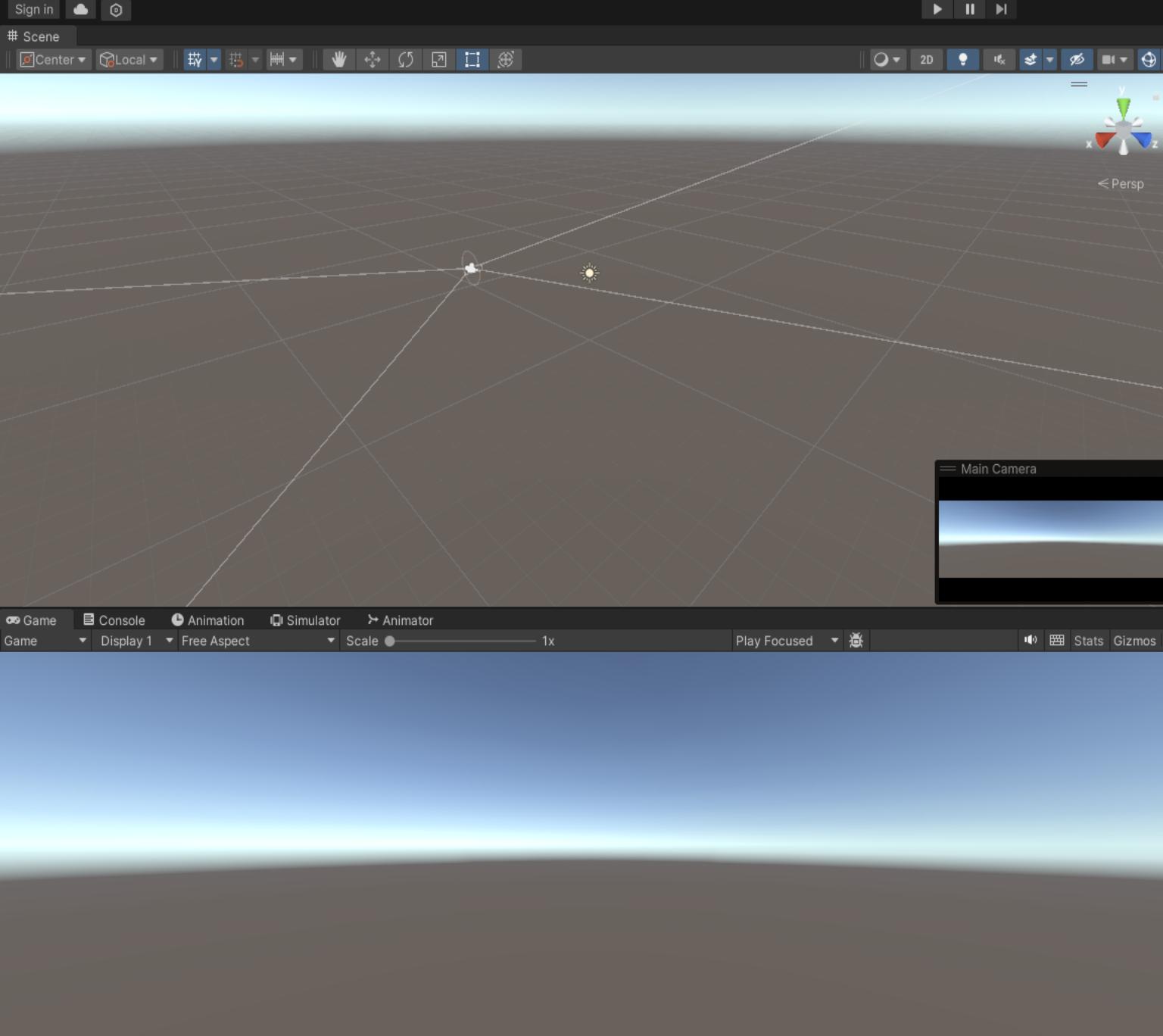
C++, Lua, AngelScript, JavaScript.
SkookumScript, Verse, Python, Blueprints



CRYENGINE®

C++, C# , Lua

Introduction to Unity



Hierarchy

- SampleScene
 - Main Camera
 - Directional Light

Inspector

Main Camera

- Tag: MainCamera
- Layer: Default

Transform

Position	X: 0	Y: 1	Z: -10
Rotation	X: 0	Y: 0	Z: 0
Scale	X: 1	Y: 1	Z: 1

Camera

- Clear Flags: Skybox
- Background: Everything
- Culling Mask: Perspective
- Projection: Vertical
- Field of View: 60
- Physical Camera: Off
- Clipping Planes: Near: 0.3, Far: 1000
- Viewport Rect: X: 0, Y: 0, W: 1, H: 1
- Depth: -1
- Rendering Path: Use Graphics Settings
- Target Texture: None (Render Texture)
- Occlusion Culling: On
- HDR: Use Graphics Settings
- MSAA: Use Graphics Settings
- Allow Dynamic Resolution: Off
- Target Display: Display 1

Audio Listener

Add Component



Understanding video games

A HIDEO KOJIMA GAME

D E A T H
S T R A N D I N G™
D I R E C T O R ' S C U T



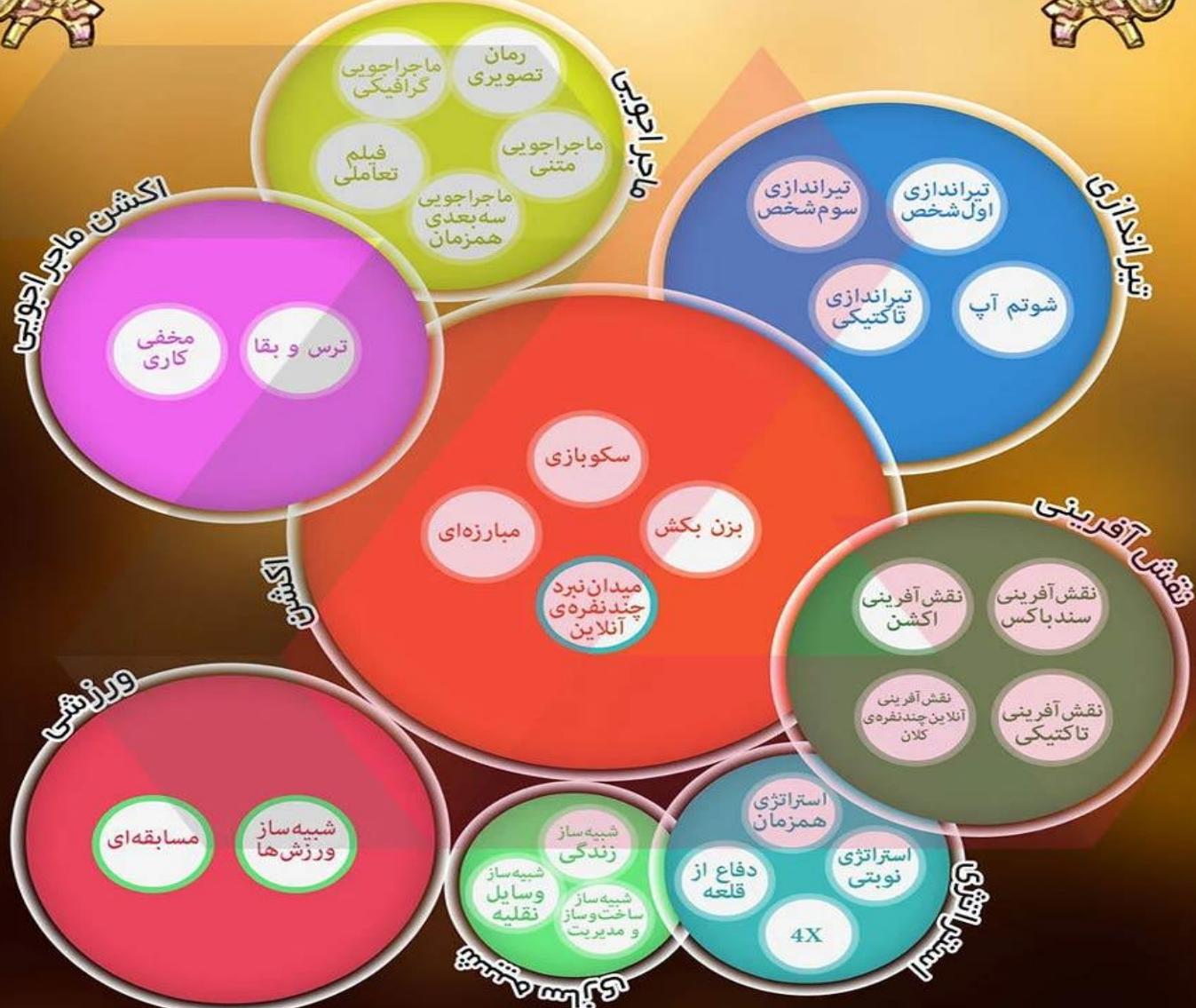
A HIDEO KOJIMA GAME

DEATH STRANDING



طبقه‌بندی سبک‌های مختلف بازی‌های ویدئویی

۱. اندازه‌ی دایره‌ی هر سبک نشان‌دهنده‌ی میزان محبوبیت جهانی آن سبک است.
۲. مجاورت و تداخل دایره‌های دو سبک بیانگر نزدیکی آن دو سبک به یکدیگر است.
۳. در این طبقه‌بندی فقط زیرسبک‌های مهم ذکر شده‌اند.





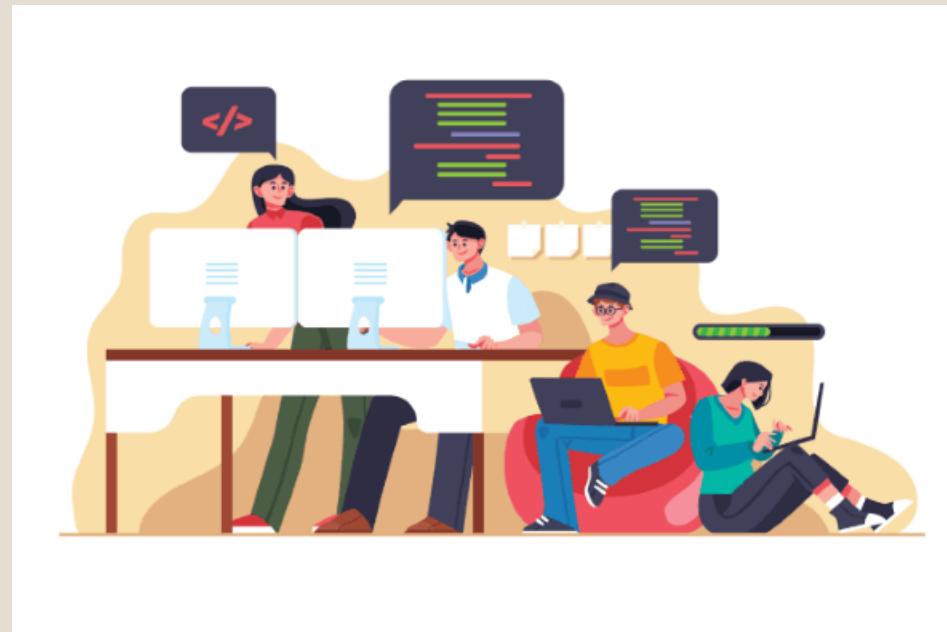


how much gameplay is important?

GAMEPLAY



Team Working



11 عضو مهم یک تیم بازی سازی

- 1- Game Designer
- 2- Programmer / Developer
- 3- Game Artist
- 4- Sound Designer
- 5- Game Animators
- 6- Writers / Narrative Designer
- 7- Level Designer
- 8- Quality Assurance / Tester
- 9- Producer
- 10- Project Manager
- 11- Marketing / PR

LET'S BEGIN

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Publishing



Karting Microgame

Project • Beginner • +60 XP • 30 Mins • 🎮

Unity Technologies



Create and publish WebGL builds

Tutorial • Beginner • +10 XP • 15 Mins

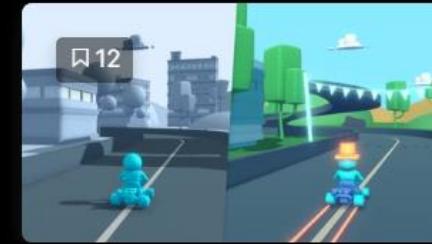
Unity Technologies



3D ゴーカートレースの Microgame

Project • Beginner • 30 Mins • 🎮

Unity Technologies



카트 마이크로게임

Project • Beginner • +60 XP • 30 Mins • 🎮

Unity Technologies



Mobile & Touch

Build games and other applications for today's advanced mobile phones and tablets



Arm 和 Unity 联合推出: 适用于移动应用程

Course • Intermediate • 10 Hours 5 Mins



Arm & Unity: 모바일 애플리케이션用 3D 아

Course • Intermediate • 10 Hours 5 Mins

Version: 2022.3 ▾

Language : English

Unity Manual

[Unity User Manual 2022.3 \(LTS\)](#)[New in Unity 2022 LTS](#)[Packages and feature sets](#)[Working in Unity](#)[Asset workflow](#)[Input](#)[2D game development](#)[Graphics](#)[World building](#)[Physics](#)[Scripting](#)[Multiplayer and Networking](#)[Audio](#)[Video overview](#)[Animation](#)[User interface \(UI\)](#)[Unity Services](#)[XR](#)[Unity's Asset Store](#)[Platform development](#)[Unity Search](#)[Pathfinding and navigation](#)

Unity User Manual 2022.3 (LTS)



Unity User Manual 2022.3 (LTS)

Use the Unity Editor to create 2D and 3D games, apps, and experiences. Download the Editor at unity3d.com.

The Unity User Manual helps you learn how to use the Unity Editor and its associated services. You can read it from start to finish, or use it as a reference.

If it's your first time using Unity, take a look at the introductory documentation on [Working with Unity](#), and refer to the [Unity Tutorials](#).

New

- Features introduced in 2022 LTS: [What's New](#)
- Upgrading Unity projects from older versions of Unity: [Upgrade Guide](#)

Packages

- Learn about packages: [Working with the Package Manager](#)
- Find documentation for a specific package: [Verified packages](#) and [Preview packages](#)
- Learn how to build a custom package: [Creating custom packages](#)

Best Practice guides

- Best practices from Unity Support engineers: [Advanced best practice guides](#)

Unity User Manual sections



[Working in Unity](#)

A complete introduction to the

[Unity 2D](#)

All of the Unity Editor's 2D-specific

[Graphics](#)

The visual aspects of the Unity

[Physics](#)

Simulation of 3D motion, mass,

[Networking](#)

How to implement Multiplayer and

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ENDS SOON

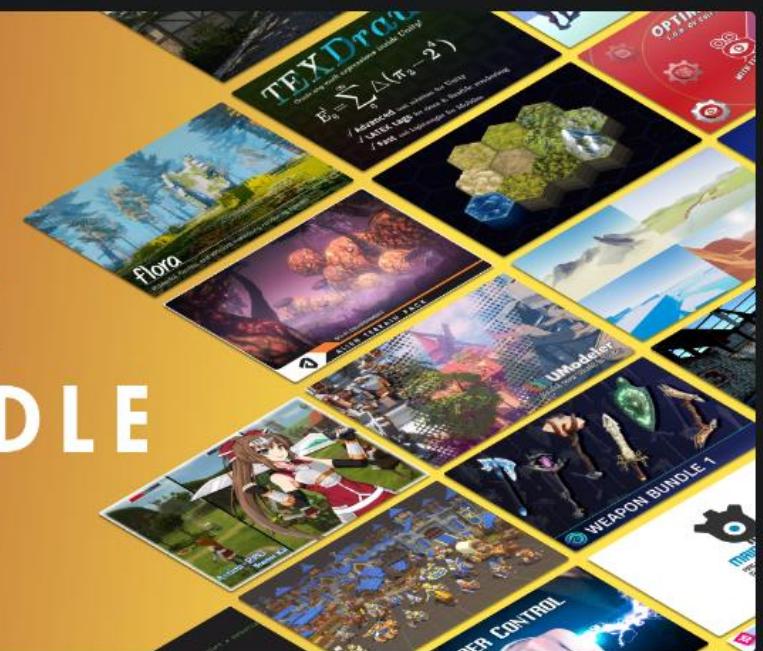
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IT'S BACK

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3D

2D

Tools

Audio

VFX

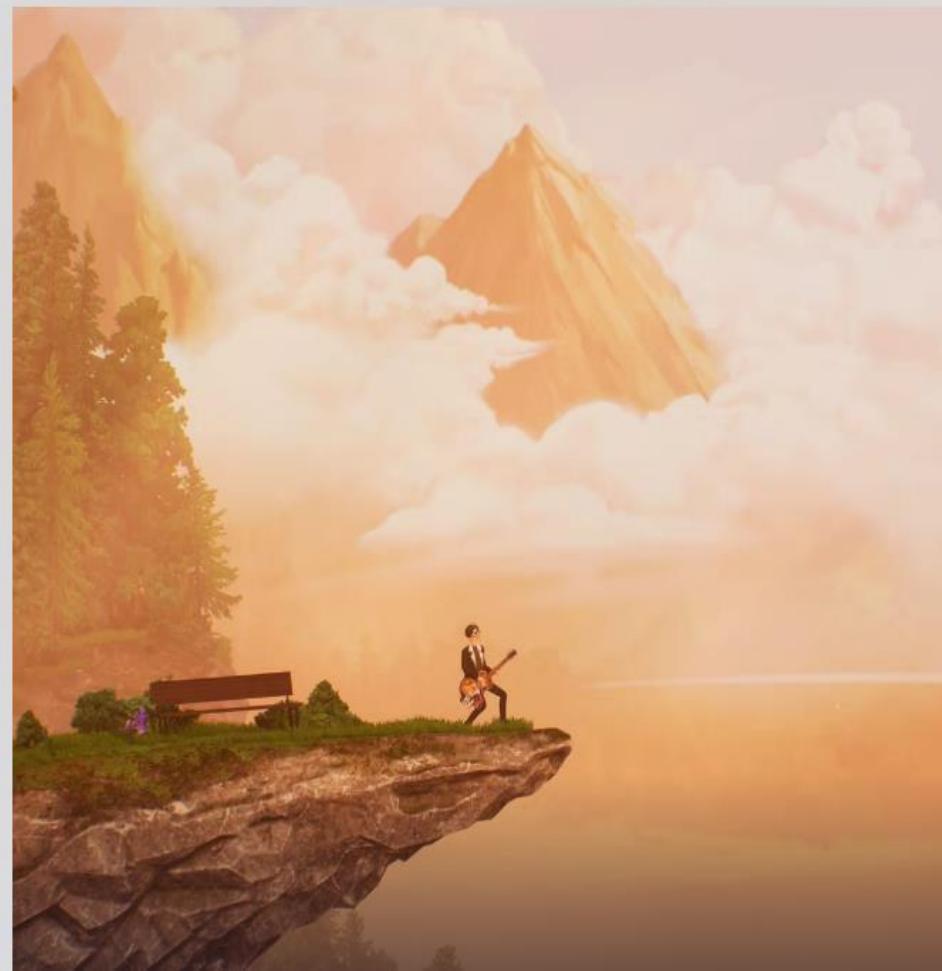
Templates

AI

Add-Ons

Essentials

Decentralization



Get started with games

Ready to start creating games in Unreal Engine 5? In these courses, you'll get a tour of the key features and systems used in video game production and learn how to create your first game in UE5.

[EXPLORE GAMES CONTENT](#)

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Brackeys → Code Monkey →

GAME DEV TUTORIALS HELLO EVERYONE!
BRACKEYS
AND FREE ASSETS



Brackeys @Brackeys

1.67 میلیون مشترک • 461 ویدیو

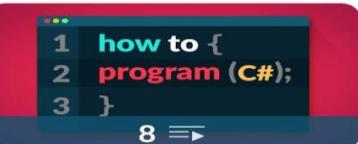
< Learn how to make video games!

discord.gg/brackeys

مشترک 

انج فهرست‌های پخش زنده ویدئوها سلی

فهرست‌های پخش ایجادشده

- HOW TO PROGRAM in C# Brackeys 
- Game Design Brackeys 

کتابخانه اشتراک‌ها + فیلم‌های کوتاه Yo... صفحه اصلی



Code Monkey GAME DEVELOPMENT - PROGRAMMING UNITY - C#





Code Monkey @CodeMonkeyUnity

< Hello and Welcome!

پیوستن مشترک 

انج فهرست‌های پخش زنده YouTube قاتا

فهرست‌های پخش ایجادشده

- Dinky Guardians Devlogs - Code Monkey Code Monkey 
- Unity Multiplayer Tutorials Code Monkey 

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