

Referências sobre Unity 3D

Alguns Livros

- Beginning 3D Game Development with Unity 4
- Sams Teach Yourself Unity Game Development in 24 Hours
- Creating E-Learning Games with Unity
- Learn Unity for 2D Game Development
- Learning C# by Developing Games with Unity 3D
- Unity 3D Game Development
- Unity 4.x Cookbook
- Unity 4.x Game AI Programming
- Unity 3.x Game Development Essentials
- Desenvolvendo Games Com Unity 3d Space Invasion

Alguns Vídeos

- http://walkerboystudio.com/html/unity_training_free_.html - Treinamento gratuito
- <https://www.youtube.com/watch?v=tnKcrboiG6Y> – Jogo tipo Pong 2D
- <https://www.youtube.com/watch?v=3Hq3z7a33MM> – clone FlappyBird em 9 vídeos
- https://www.youtube.com/watch?v=a_KsGwGZ1Lc – plataforma 2D
- <https://www.youtube.com/watch?v=4dc69pTOlf0> – estilo fruit nina para Android
- <http://ead.allanbrito.com/cursos/unity-3d/> - curso gratuito com vários vídeos
- <https://www.youtube.com/watch?v=IWBSGxLFxCs> – jogo tipo FPS em vários vídeos
- <https://www.youtube.com/watch?v=azuOsDDQ4-I> – unity com MySQL 53 vídeos
- <http://unity3d.com/learn/tutorials/modules> – site oficial do Unity em inglês
- <https://www.youtube.com/watch?v=SrxWPfJMXDc> – Plataforma 3D

Tutoriais

Alguns deles com várias partes, aqui mostro apenas a primeira.

- <http://aras-p.info/files/unity/3D%20Platformer%20tutorial%20RC2.pdf>
- <http://noobtuts.com/unity/2d-bomberman-game>
- <http://noobtuts.com/unity/2d-pong-game>
- <http://noobtuts.com/unity/2d-pong-game>
- <http://noobtuts.com/unity/2d-arkanoid-game>
- <http://noobtuts.com/unity/2d-tetris-game>
- <http://noobtuts.com/unity/2d-space-shooter-game>
- <http://www.rocket5studios.com/tutorials/creating-2d-games-with-unity3d-part-1/>
- <http://3dgep.com/category/unity/> - vários bons tutoriais
- <http://www.raywenderlich.com/61532/unity-2d-tutorial-getting-started>
- <http://code.tutsplus.com/tutorials/create-a-2d-platform-game-with-unity-and-the-dolby-audio-api--cms-20863>
- <http://code.tutsplus.com/categories/unity-3d> – vários
- <http://blog.lessmilk.com/unity-spaceshooter-1/>
- <https://developers.facebook.com/docs/unity/getting-started/canvas>
- <http://code.tutsplus.com/articles/getting-started-with-unity--active-8031>
- <http://pixelnest.io/tutorials/2d-game-unity/animations-1/>
- <http://3dgep.com/networking-in-unity-3-5/>
- <http://willgoldstone.com/utd2014.pdf>

Criação de Sprites no Inkscape

<http://design.tutsplus.com/articles/create-a-2d-sprite-sheet-for-unity-43-in-inkscape--vector-20104>

Tutorial com mais de 200 aulas (2010 e em inglês)

<http://www.burgzergarcade.com/hack-slash-rpg-unity3d-game-engine-tutorial>

Tutorial do Unity 2D

<http://jogosindie.com/indice-unity/>

Recursos úteis:

<http://www.sprisers-resource.com/>

<http://freesound.org/>

<http://www.findsounds.com/>

<http://unity3dbrasil.com/>

<http://pixelnest.io/tutorials/2d-game-unity/>

<http://noobtuts.com/unity>

<http://pixieengine.com/pixel-editor/>

<http://www.piskelapp.com/>

<http://sourceforge.net/projects/simplespriteedit/>

Projetos de Game Tutoriais completos na loja do Unity:

<https://www.assetstore.unity3d.com/en/#!/category/98/page/1/sortby/popularity>

2D Space Shooter:

<http://unity3d.com/learn/tutorials/projects/space-shooter/introduction> - vídeo e fontes

<http://www.youtube.com/watch?v=e7Px2yJA6S4> - vídeo 1

http://walkerboystudio.com/html/unity_course_lab_2.html

<http://www.design3.com/training-center/engines-sdks/unity/game-builds/unity-scripting-2d-space-shooter>

<http://unitygems.com/basic-ai-space-shooter/>

<http://blog.lessmilk.com/unity-spaceshooter-1/>

Vídeos preferidos

- <http://www.youtube.com/watch?v=xnxnqREt-7I> - Criação de jogo 2D clone do FlappyBird em 8 vídeos

- <http://www.youtube.com/watch?v=tnKcrboiG6Y&list=UUJ1ZWH8OQdBKbxWD-6DqEBg>

Algumas das melhores referências para Unity3D.

http://wiki.unity3d.com/index.php/Server_Side_Highscores

<http://www.domebase.org/6—unity-animation-samples>

http://wiki.blender.org/index.php/Doc:2.6/Manual/Game_Engine

<http://benryves.com/tutorials/tunnel/all>

http://active.tutsplus.com/tutorials/unity/getting-started-with-unity-finishing-our-game-with-a-menu/?search_index=13

<http://www.41post.com/2868/programming/unity3d-programming-a-machine-gun-part-2>

<http://www.41post.com/2868/programming/unity3d-programming-a-machine-gun-part-2>

http://www.saintannsny.org/depart/computer/classes/gameprog/miker_unity_scripting_tutorial.html

<http://answers.unity3d.com/questions/12321/how-can-i-start-learning-unity-fast-list-of-tutori.html>

<http://active.tutsplus.com/tutorials/unity/getting-started-with-unity-finishing-our-game-with-a-menu/>

http://www.digitaltutors.com/11/learning_path.php?lpid=38

<http://blogs.unity3d.com/category/tips/>

<http://blogs.unity3d.com/2011/09/20/animating-skinned-mesh-along-waypoints-in-unity/>

<http://www.rocket5studios.com/tutorials/creating-2d-games-with-unity3d-part-1/>

<http://www.gameobject.net/beginner-game-programming-tutorials/>

<http://forum.unity3d.com/threads/48601-Swipe-help-please>

<http://forum.cgpersia.com/f33/unity3d-fingergestures-43208/>

<http://forum.unity3d.com/threads/14219-Sliding-finger-%28touch%29-gesture...http://forum.unity3d.com/threads/14219-Sliding-finger-%28touch%29-gesture...http://forum.unity3d.com/threads/14219-Sliding-finger-%28touch%29-gesture…>

<http://active.tutsplus.com/tutorials/unity/getting-started-with-unity-colliders-unityscript/>

***collider tree ***

<https://gist.github.com/> ****github***

<http://www.untoldentertainment.com/blog/2010/12/23/dynamically-add-a-gameobject-to-the-scene-in-unity-3d/>

<http://answers.unity3d.com/questions/9729/how-can-i-display-a-flat-background-2d-image-not-a.html> BACKGROUND IMAGE

<http://forum.cgpersia.com/f33/unity3d-fingergestures-43208/>

<http://forum.unity3d.com/threads/14219-Sliding-finger-%28touch%29-gesture...http://forum.unity3d.com/threads/14219-Sliding-finger-%28touch%29-gesture...http://forum.unity3d.com/threads/14219-Sliding-finger-%28touch%29-gesture…>

http://www.mixamo.com/c/help/workflows_unity_animation

<http://answers.unity3d.com/questions/307437/fade-skybox-to-black.html> ***fade in fade out skybox*****

<http://answers.unity3d.com/questions/9729/how-can-i-display-a-flat-background-2d-image->

[not-a.html](#) *****bg image*****

<http://forum.unity3d.com/threads/91726-Flicking-Shooting-Throwing-Tossing-Lobbing-Slicing-script> *****important*****

<http://forum.unity3d.com/threads/91726-Flicking-Shooting-Throwing-Tossing-Lobbing-Slicing-script>

<http://wiki.unity3d.com/index.php?title=SplashScreen> *****splash screen Code*****

<http://u3d.as/content/dinzy-labs/bubble-shooter-starter-package/3V6> *****shooter game...

<http://answers.unity3d.com/questions/369987/help-with-game-mechanics.html>

bubbles help

<http://answers.unity3d.com/questions/193695/in-unity-is-there-a-fast-way-to-find-nearby-triang.html> *****mesh vertex calculate*****

<http://buchhofer.com/category/scripting/unity/>

<https://github.com/mikelovesrobots/unity3d-trigger-action-pattern> /*****Action Pattern*****/

<http://answers.unity3d.com/questions/290695/calculate-spline-points-on-complex-geometry-mesh.html>

<http://dkoontz.wordpress.com/tag/unity3d/>

*****main menu *****

<http://purdyjotut.blogspot.in/2011/02/creating-game-in-unity-part-1-main-menu.html>

<http://www.virtualgamelab.com/unity-resources.html>

<http://www.redsorceress.com/skybox.html> *****SKYBOX*****

<http://www.tanukidigital.com/suimono> *****Water Effect

<http://forum.unity3d.com/threads/56180-Strumpy-Shader-Editor-Now-Open-Source/page69> ***Shader**

<http://thegoldenmule.com/blog/?p=80>

http://wiki.unity3d.com/index.php/Saving_and>Loading_Data:_XmlSerializer ***saving & loading data ***

<http://www.rocket5studios.com/tutorials/creating-2d-games-with-unity3d-part-4/>

<http://answers.unity3d.com/questions/335263/how-to-make-a-slope.html> **slope

*****game play

<http://tomislavbali.com/tg/>

<http://forum.unity3d.com/threads/173260-Endless-2D-terrain>

<http://catlikecoding.com/unity/tutorials/runner/> *****runer Game

<http://unitygems.com/basic-ai-space-shooter/>***Ship

<http://unitygems.com/saving-data-1-remember-me/> *****SAVE DATA*****

http://www.creativetd.com/?page_id=617 *****shader

<http://unitygems.com/noobs-guide-shaders-2/>

http://http.developer.nvidia.com/CgTutorial/cg_tutorial_chapter01.html

<http://docs.unity3d.com/Documentation/Components/SL-Reference.html>

http://en.wikibooks.org/wiki/GLSL_Programming/Unity

http://wiki.unity3d.com/index.php/Server_Side_Highscores *****Php\

<http://unitycoder.com/blog/> *****Unity Coder...

A Star Algorithm References

http://en.wikipedia.org/wiki/A*_search_algorithm

http://upe.acm.jhu.edu/websites/Benny_Tsai/Introduction%20to%20AStar.htm

<http://www.policyalmanac.org/games/aStarTutorial.htm>

<http://www.gameai.com/papers.php?a=&t=AStar&e=&y=>

<http://theory.stanford.edu/~amitp/GameProgramming/>

<http://heyes-jones.com/astar.php>

<http://www.rocket5studios.com/tutorials/make-a-2d-game-with-unity3d-using-only-free-tools-beginning-enemy-ai-with-a-pathfinding/>

So I hope these all will be useful to you which ultimately will reduce your search time.

The most recent version of this list can be found at <http://www.virtualgamelab.com/unity-resources.html>

I just compiled a list of Unity resources for a different purpose (hence my subjective comments and a shameless copy&paste). Some of the resources have already been mentioned here and some of it is only Unity-related and not strictly for learning Unity itself. Nonetheless, here we go:

Download the **free version of Unity** to get started: <http://unity3d.com/unity/download/>

If you have no previous experience with Unity, start with these **six video tutorials** which give a quick overview of the Unity interface and some important features

<http://unity3d.com/support/documentation/video/>

Continue with a more in-depth text-based walk through of very **basic Unity functionality and work flow** <http://unity3d.com/support/documentation/Manual/Unity%20Basics.html>

To get you started with scripting, have a look at the following PDF document. It was written for an older version of Unity, but still covers relevant aspects of **scripting with JavaScript**. (2 hours to complete, no previous JavaScript knowledge required)

<http://download.unity3d.com/support/Tutorials/2%20-%20Scripting%20Tutorial.pdf>

Unity features three scripting languages; JavaScript, C#, and Boo. Depending on your scripting language of choice, you might want to choose different tutorials to get started with Unity. Each tutorial link will also mention which scripting language is used. Most Unity tutorials available on the web are using JavaScript. Notice that JavaScript is commonly used for web applications. Unfortunately, books which cover JavaScript are normally of little use for Unity's implementation of JavaScript. But worry not, a vast amount of tutorials will follow...

If you want to familiarize yourself with Unity's functionality more, browse through **Unity's manual**. You can skip the Basics section as we already went through this (see above).

<http://unity3d.com/support/documentation/Manual/index.html>

For a **printable version** of the 600+ pages **manual**, see

<http://unity3d.com/support/documentation/printable.html>

If you rather prefer to jump into the action, skip the manual altogether and have a look at the **two books** which have been published on Game Development with Unity. 1) Author **Will Goldstone** guides you through a complete project and introduces most of Unity's functionality (using JavaScript). The book is available as print and digital version and all

needed assets and resources can be downloaded with the book. It's been a helpful investment from my point of view. <http://www.packtpub.com/unity-game-development-essentials/book> This forum thread discusses the book and its content. <http://forum.unity3d.com/viewtopic.php?t=29041>

2) **Ryan Henson Creighton** more recently published "Unity 3D Game Development by Example Beginner's Guide". Find out more about the book here: <https://www.packtpub.com/unity-3d-game-development-by-example-beginners-guide/book> and the forum thread - <http://forum.unity3d.com/threads/61349-Unity-3D-Game-Development-by-Example>

4) **Sue Blackman** wrote a book in which she guides the reader through the development of a Javascript-based project which resembles an adventure-type of game. Sue highlights the viewpoint of an artist working in game development. See the forum thread (<http://forum.unity3d.com/threads/93775-Beginning-3D-Game-Development-with-Unity>) and the amazon link (http://www.amazon.com/Beginning-Game-Development-Unity-All-/dp/1430234229/ref=sr_1_6?ie=UTF8&qid=1332475219&sr=8-6).

5) Coming up on 07/17/2012, **Deniz Opal, Sean McCracken and Mike Renwick** are publishing "Professional Unity and C#: Multi-Platform 3D Game Development" on Amazon. See this link (http://www.amazon.com/Professional-Unity-Multi-Platform-Game-Development/dp/1118063376/ref=sr_1_11?ie=UTF8&qid=1332475219&sr=8-11) for a special pre-order price. As the name implies, this book will focus on C# development.

To get up-to-date on **Unity 3 functionality**, check out the following official documentation: Unity 3 - What's new? <http://unity3d.com/unity/whats-new/unity-3>

- Beast lightmapping Basics - <http://unity3d.com/support/documentation/Manual/Lightmapping.html>
- Beast Lightmapping In-Depth - <http://unity3d.com/support/documentation/Components/class-LightMapping.html>
- Tree Creator - <http://unity3d.com/support/documentation/Components/class-Tree.html>
- Umbra Occlusion Culling - <http://unity3d.com/support/documentation/Manual/Occlusion%20Culling.html>

Unity Videos (including Tutorials) Link - <http://video.unity3d.com>

rel="nofollow"><http://unity3d.com/support/online-training/>

You are now faced with the choice of tackling example projects provided by Unity Technologies or jump straight into user-generated tutorials. As the example projects are quite complex, I would suggest working through some video tutorials first. Nonetheless, here are the links for Unity's official example projects. They can be taken completely apart, reverse-engineered and reused for own projects.

3D Platform Game <http://unity3d.com/support/resources/tutorials/3d-platform-game>

2D Platform Game <http://unity3d.com/support/resources/tutorials/2d-gameplay-tutorial>

Iphone tutorials and more example projects
<http://unity3d.com/support/resources/tutorials/>

More **Unity Example projects** <http://unity3d.com/support/resources/example-projects/>

Brand New **Car Tutorial** (April 2010) <http://unity3d.com/support/resources/tutorials/car-tutorial>

Now, let's head on to **TUTORIALS**. This list starts with mostly basic and general tutorials at the top and lists more specific tutorials at the end.

Will Goldstone, author of the Unity Game Development book, worked on a series of helpful video tutorials here (using JavaScript): <http://learnunity3d.com/> (also <http://learnmesilly.com/>). More recently by Will Goldstone: <http://www.unity3dstudent.com/>

TornadoTwins Video Tutorials They show step by step how to create a simple game using Javascript. <http://www.youtube.com/user/TornadoTwins>

UnityPrefabs - New Project by the Tornado Twins - soon to be launched
<http://www.tornadotwins.com/unityprefabs/>

Walker Boys Studio - Unity Tutorials from the Guildhall at SMU (an extensive list of tutorials with more on the way)
free.html">http://walkerboystudio.com/html/unity_training_free.html

CannedMushroom Video Tutorials (Unity and other software) This is a series of projects intended for 2-hour self-instructed lessons using JavaScript
<http://www.youtube.com/user/cannedmushrooms>

Unity Jumpstart Proof of Concept Game to learn creating your own game from the ground up <http://forum.unity3d.com/viewtopic.php?t=28433> http://www.unityjumpstart.com/ProofOfConcept_1/

3dbuzz.com Series of Unity tutorials (among many other tutorials) registration required (free) * working with asset server * advanced c# version of unity jumpstart tutorial (see above) * MonoDevelop and Unity Iphone * SpriteManager
http://www.3dbuzz.com/vbforum/sv_home.php

BurgZergArcade - Unity Tutorials Hack&Slash Tutorial using C# and plenty of other information and useful tutorials website - <http://www.burgzergarcade.com/>

UnityScript Basics (Scripting Basics for Noobs) If you're new to scripting, read up on this good introduction to scripting in Unity. Lots of analogies are provided which makes it really easy to understand. The details are explained for UnityScript, but the introduction is great for any scripting language. website - <http://www.unityscript.com/lessons1/basics.php>

Unity 3D Tutorial Several tutorials on Unity 3D from scripting basics to advanced procedural level generation. New tutorials, free assets and tips posted on a regular basis. website - <http://www.unity3dtutorial.com>

UnityLabs Text-based tutorials with screenshots covering a wide range of topics incl. scripting (using JavaScript), basic introduction to unity, character controllers, and user interfaces <http://www.unitylabs.net/tutorials/unity-beginners>

InfiniteAmmo Tutorial General Introduction to Unity (3 parts so far) Some scripting covered using Javascript (e.g. movement controls) <http://infiniteammo.ca/blog/impromptu-unity3d-intro-tutorial/>

Technicat Introduction to Game Development with Unity including Workflow, Scripting, GUI, Version Control, etc. <http://technicat.com/games/unity.html>

Advanced Media Lab at North Carolina State University
<http://vimeo.com/channels/ncsuunity>

GearTech Games 4 Videos on how to work through a project (and more videos)

- workflow between Modo and Unity
- lightmapping

http://www.geartechgames.com/GearTech_Games/Beginning_a_Project/Beginning_a_Project.html

Making Sense of Unity These video tutorials provide more indepth coverage of unity scripting using Javascript (not meant to be introductory material)

- lecture style explanations of concepts
- more entertaining and not like most other screen-capture tutorials :)

<http://www.youtube.com/etphonemyhome>

Virtual Autonomy Guide for working with Google SketchUp and Unity (also shaders and multi-user environments) text-based with screenshots

<http://virtualautonomy.com/blog/index.php/tutorials/>

Robotduck - Blog The blog of this Unity user provides tips on Unity scripting and functionality and showcases some of his projects <http://robotduck.wordpress.com/>

Ethical Games Unity Tutorials for Flash Developers

<http://ethicalgames.wordpress.com/2009/01/14/unity-for-flash-developers-tutorial-1/>

Car Tutorial Physics Setup for a car, AI for driving around racetrack http://www.gotow.net/andrew/blog/?page_id=78

Terrain Tutorial seven videos on how to create terrains in Unity from heightmaps to finish <http://vimeo.com/album/156452>

In-Depth Terrain Tutorial text-based with screenshots

http://www.unifycommunity.com/wiki/index.php?title=Terrain_tutorial forum thread

<http://forum.unity3d.com/viewtopic.php?t=16941>

Paul Bourke -Unity for stereoscopic display text-based with screenshots

<http://local.wasp.uwa.edu.au/~pbourke/miscellaneous/stereographics/Unitystereo/>

Paul Bourke Unity and Idome text-based with screenshots

<http://local.wasp.uwa.edu.au/~pbourke/miscellaneous/domemirror/UnityiDome/>

RENCI Unity for Dome projections <http://unc.renci.org/rencinews/the-dome-corner-006>

Official Unity Tech. Tutorial for the **Animation View** (NEW) 3-part-series of video tutorials

<http://unity3d.com/support/resources/tutorials/video-animation-view>

Texture Painting Tutorial - explanation of how to draw surface Textures for several (sci-fi) object, using Photoshop: <http://forums.cgsociety.org/showthread.php?t=373024>

PAID TUTORIALS

VTC - Unity tutorial (subscription based content on [vtc.com](http://www.vtc.com))

<http://www.vtc.com/products/Introduction-to-Game-Development-Using-Unity-3D-Tutorials.htm>

Design3.com (subscription based tutorials, Unity-related content among other software like Maya, 3DS Max, Photoshop) <http://www.design3.com/by-software/unity>

Unity-Tutorials (mostly paid and some free tutorials) <http://www.unity-tutorials.com/>

GENERAL RESOURCES

Once you went through some or all of these tutorials, you should be creating your own content in no time. Next, I'll provide an overview of general resources for Unity. Whenever you need to find some information about Unity, scripting, projects, collaborations or anything Unity-related, check these links out:

Searching for resources - The All-In-One Unity Reference Search

<http://www.google.com/cse/home?cx=001712401338047450041:csfhqk-trfa> credit goes to Robotduck for providing this link to the public; tremendous time saver (see <http://robotduck.wordpress.com/>)

Unity Scripting Reference

<http://unity3d.com/support/documentation/ScriptReference/index.html>

Unity Component Reference each available Component described in detail

<http://unity3d.com/support/documentation/Components/index.html>

Unity Wiki (UnifyCommunity) http://www.unifycommunity.com/wiki/index.php?title=Main_Page

Unity Answers Invaluable when you have specific questions about Unity or Scripting

<http://answers.unity3d.com/> This link should also get you started on learning Unity

<http://answers.unity3d.com/search?q=learning+tutorial>

Unity Forum <http://forum.unity3d.com/> <http://forum.unity3d.com/viewtopic.php?t=30633>

Unity Feedback feature request go here <http://feedback.unity3d.com>

Unity IRC Point your favorite IRC client to irc.freenode.net and join #unity3d to chat in real time.

Overview of Unity Resources http://www.reddit.com/r/unity_tutorials/

Overview of Unity blogs http://www.reddit.com/r/unity_blogs/

TOOLS AND EXTENSIONS

Lastly, I want to list extensions and tools which can make your life as a Unity developer easier.

Unity Extensions

- Terrain Toolkit
- External Lightmapping Tool
- Locomotion System
- Explosion Framework
- Head Look Controller

<http://unity3d.com/support/resources/unity-extensions/> overview of some extensions **Unity youtube and vimeo channels** <http://www.youtube.com/user/Unity3D>
<http://www.vimeo.com/unity3d/videos>

Visual C# Express free IDE for C# <http://www.microsoft.com/express/Downloads/#2008-Visual-CS>

AngryAnt One of Unity's developers provides projects to extend Unity's functionality (e.g. pathfinding and AI) <http://angryant.com/>

sturestone's **A* Pathfinding** (currently version 2.9) forum thread -

[http://forum.unity3d.com/threads/67417-A*-Pathfinding-2.9-Is-Released-\(Unity-3-Compatible\)](http://forum.unity3d.com/threads/67417-A*-Pathfinding-2.9-Is-Released-(Unity-3-Compatible))

Weltenbauer Augmented Reality / Webcam Input <http://produktion.weltenbauer.com/#/5>

forum threads: <http://forum.unity3d.com/viewtopic.php?t=32613&highlight=toolkit> (Webcam Toolkit)

<http://forum.unity3d.com/viewtopic.php?t=11889&highlight=toolkit> (ARToolkit Extension)

<http://forum.unity3d.com/viewtopic.php?t=32669&highlight=toolkit> (UnityAR)

SeeingMachines FaceAPI / VisionBlaster Head Tracking in Unity (purchase required)

<http://visionblaster.com/cms/index.php?>

[option=com_content&view=article&id=48&Itemid=62\(=en](http://www.seeingmachines.com/product/faceapi/downloads/) and

<http://www.seeingmachines.com/product/faceapi/downloads/>

Mostly Tigerproof Using Google Analytics and Unity to track game stats This is a blog entry about Google Analytics and Unity

<http://blog.mostlytigerproof.com/2009/10/06/gathering-statistics-using-google-analytics-and-unity-3d/>

Antares Project - Extensive Set of Tools to extend the Unity Editor - Open Source; forum thread - <http://forum.unity3d.com/viewtopic.php?t=50843>

Antares Deformator (Work in Progress) - deforming meshes realistically forum thread -

<http://forum.unity3d.com/viewtopic.php?t=54290>

UniWii WiiMote implementation [http://www.unifycommunity.com/wiki/index.php?](http://www.unifycommunity.com/wiki/index.php?title=UniWii)

[title=UniWii](http://forum.unity3d.com/viewtopic.php?t=7284) forum thread <http://forum.unity3d.com/viewtopic.php?t=7284>

Decal Framework - http://unity3dstore.com/?page_id=59 (purchase required) forum

thread - <http://forum.unity3d.com/viewtopic.php?t=54613>

Unity Terrain Tools - EasyRoads (purchase required)

<http://unityterrintools.com/downloads.php> forum thread

<http://forum.unity3d.com/viewtopic.php?t=23519>

Six Times Nothing - Road/Path Tool and River Tool <http://www.sixtimesnothing.com/>

Dastardly Banana - FPS Weapon Tool, Radar example

<http://dastardlybanana.com/Downloads.htm>

Starscene Software - Tools, Games and Utilities for Unity (purchase required for utilities)

<http://www.starscenesoftware.com>

GUIX - visual Menu/GUI builder (purchase required) <http://www.ennanzus.com/developer/GUIX/buy.htm>

EZ Game Saver - saving tool (purchase required) <http://www.anbsoft.com/middleware/ezs/index.htm>

FireTool - create realistically spreading fire to your scene

<http://forum.unity3d.com/viewtopic.php?t=49588>

Overview of extensions on UnifyWiki [http://www.unifycommunity.com/wiki/index.php?](http://www.unifycommunity.com/wiki/index.php?title=Extensions)

[title=Extensions](http://www.unifycommunity.com/wiki/index.php?title=Extensions)

LightUp (purchase required) Extension of Google Sketchup (Lighting Solution) which works nicely for exporting lightmaps to Unity <http://www.light-up.co.uk/>

PureLight (purchase required) Lighting solution for importing lightmaps to Unity

<http://www.purelighttech.com/product.htm>

Stereoscopic Solutions 3D Anaglyph System (purchase required) Stereoskopix3D

Plugin for Kinect's Primesense Camera forum thread -

<http://forum.unity3d.com/threads/67982-Kinect-plugin>

Unity Web Suite - tutorials and examples in C# to create online content forum thread -

[http://forum.unity3d.com/threads/17674-Unity-Web-Suite-\(Examples-Tutorials\)](http://forum.unity3d.com/threads/17674-Unity-Web-Suite-(Examples-Tutorials)) website -

<http://www.nickbreslin.com/2009/04/phphandler-20-released/>

