Useful Resources

Game Design Documents
- Creating a great [Game Design Document](#)

Game Design
- [Engineering Emergence PhD Thesis (PDF)](#)
- [A Guide To Engineer Experiences (Book)](#)

Software
- [Pixen](#) for Mac
- [The Gimp](#) for Mac, Windows and Linux
- [Paint.net](#) For windows
- [Genymotion](#) - Android emulator

Sound
- [Garageband](#) for Mac
- [BFXR sound generator](#)
- [Freesound.org](#) for sound clips (Check usage rights)
- [Looperman.com](#) for sound clips
- [NoSoapRadio.us](#) fro sound clips and music tracks
- [AudioNautix](#) for free sounds, no login required

Fonts
- [DaFont](#)
- [FontSquirrel](#)

Art Assets
- [OpenGameArt](#)
- [Free Game Graphics resources](#)
- [Video Game Sprites](#)
- [Art Assets For Game Developers](#)
- [Free Game Art Community](#)
- [Public Domain Game Art](#) from *Glitch*
- [CG textures](#)

Art Asset Tutorials
- [Ben & Michael's Blender Course](#)
- [Les Forge Pixel Art course](#)
- [Pat Imrie's](#) Maya and ZBrush tutorials
- [Importing Blender Meshes to Unity](#) (Youtube)
- [Personal Tutoring](#)

From http://www.CompleteUnityDeveloper.com

Unity Tips & Tricks
- [Execution orders of Monobehaviour Functions](#)
- [UnityScript For Noobs Ebook](#)
- [Building a custom inspector](#)
- [Special Folders and Script Compilation Order](#)

Animation & Mocap
- [Mixamo](#) for rigging and animation
- [iTween](#) for general animation and tweening
- [iPiSoft](#) for Motion Capture

Cool stuff ;)
- [Unity for Virtual Reality](#) (Youtube)

C#

There's a wealth of information about C# available online. The official documentation for Mono (The flavour of C# that Unity uses) can be [found online](#), although it is much less complete than [the official C# programming guide](#), which will have example of use that are more useful than the Mono documentation. There are slight differences between the official C# and Mono's C#, especially regarding what API calls are supported, but for most of the course we won't be digging deep enough into the APIs to encounter them. The Official API docs for C# are available [on MSDN](#).

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