Useful Resources

Game Design Documents
- Creating a great Game Design Document

Game Design
- ExtraCreditz - Insight into game design and the gaming industry
- Engineering Emergence PhD Thesis (PDF)

Software
- Pixen for Mac
- The Gimp for Mac, Windows and Linux
- Paint.net For windows

Sound
- Garageband for Mac
- BFXR sound generator
- Freesound.org for sound clips (Check usage rights)
- Looperman.com for sound clips

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
- Les Forge Pixel Art course
- Pat Imrie's Maya and ZBrush tutorials
- Importing Blender Meshes to Unity (Youtube)
- Personal Tutoring

Unity Tips & Tricks
- Execution orders of Monobehaviour Functions
- UnityScript For Noobs Ebook

From http://www.CompleteUnityDeveloper.com

- [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](#).