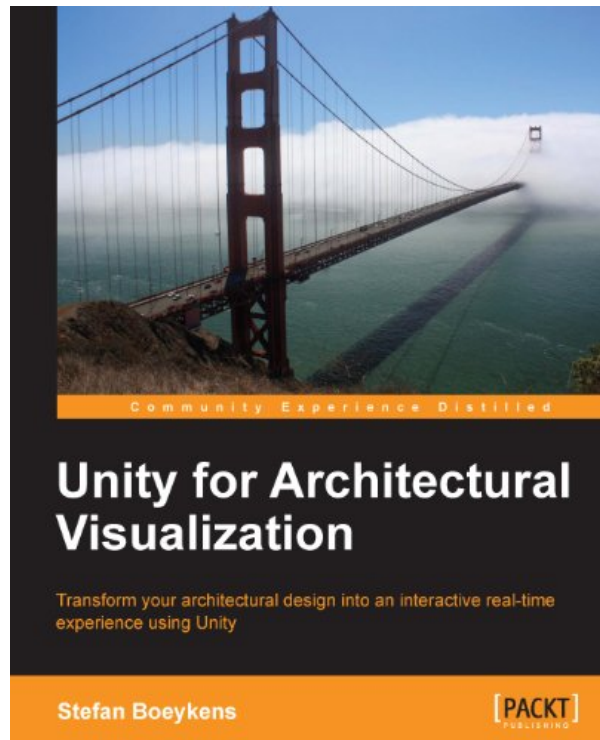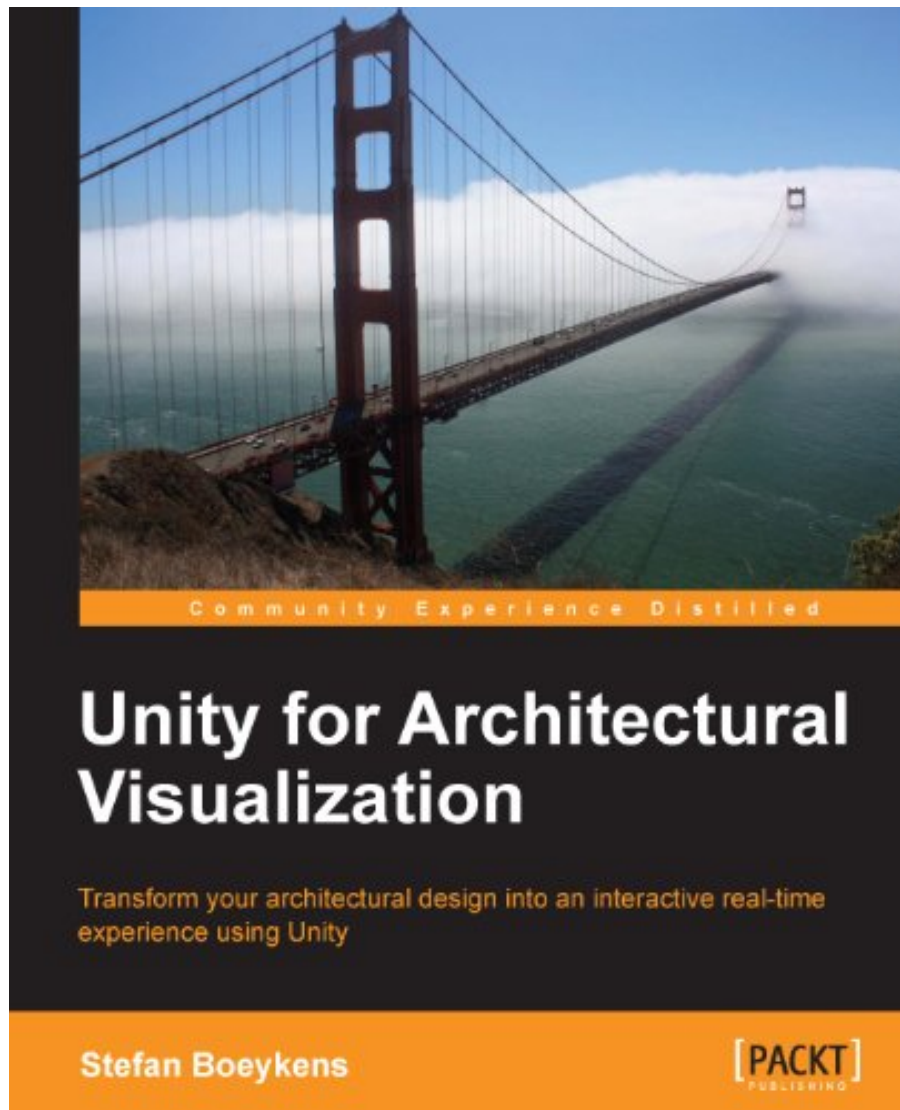# UNITY FOR ARCHITECTURAL VISUALIZATION BY STEFAN BOEYKENS

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About the Author

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In Detail

Architects have always relied on drawings, renderings, and sometimes even movies to present their design concepts to clients, contractors, and other stakeholders. The accessibility of current game engines provides new and exciting possibilities to turn any design into an interactive model that anyone can experience at their own pace.

"Unity for Architectural Visualization" explains how you can create compelling, real-time models from your 3D architectural project. Filled with practical tips and in-depth information, this book explains every step in the process, starting from the very basics up to custom scripts that will get you up to the next level.

This book begins with a general overview of the Unity workflow for architectural models. You will start with a simple project that lets you walk around in your design using basic Unity tools and methods. You will then learn how to easily get convincing lightning effects on your scene. You will then set up a basic navigation system in your project, and not only this; you will also cover some tips and tricks to take navigation to the next level. You will quickly learn how to fine-tune the shaders and how to set up materials that are a bit more advanced. Even when you finish Unity for Architectural Visualization, this book will make scripting easier with reusable examples of scripts that can be applied in most projects. After reading this book, you will be comfortable enough to tackle new projects and develop your own.

Approach

A tutorial packed with practical examples and screenshots to help you become an expert in architectural visualization using Unity.

Who this book is for

This book is written for students and professional architects who know how to model buildings in 3D and have a need to turn their design into an interactive model, even if you have never used Unity before. Experience with visualization and programming will be helpful, but is not required to follow along. You will learn all the basics throughout with the help of step-by-step examples. The majority of the examples work fine in any recent version of the Unity software, on Windows or Mac, but occasionally features of the Pro version are required.

- Sales Rank: #1013117 in eBooks
- Published on: 2013-09-25
- Released on: 2013-09-25
- Format: Kindle eBook

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Most helpful customer reviews

5 of 5 people found the following review helpful.
Good read, but more informational for a beginner than a more advanced reader.
By Pico Parrot
Many years ago I was doing mechanical drafts for automotive parts. Even back then we had to deal with how to best visualize
items we would draft in Auto-Cad in 3d and had to somehow make these parts "pretty" by some form of digital visualization.
Obviously, that was way before more modern visualization software like Unity and we had to cut corners everywhere we go,
often using multiple programs transferring data back and forth till we had something that would look good enough to present
to our customers.

Since I been using Unity professionally for 5 years now as a programmer for video games I came across this title and I was
curious how non game professionals can use Unity for their visualization needs and how software has evolved since my days
in mechanical drafting.

I basically entered the book with a clear mind and without the purpose that this book needed to teach my something that I
will need. Since I have a pretty good graps of Unity from my professional work, I read the whole book on my train commute
without having a copy of Unity at my disposal to see if I could follow the authors topics very easily. Except for a few pages
where I had to read a sentence or a small chapter more than once, I have to say that the book is very well written and easy
to follow for anything the author explains about the Unity engine. Anyone that has not used the Unity engine before should
be able to pick it up for the purpose of this book in no time. The reader is set up with a good base knowledge to explore
Unity in all its glory further if so desired.

The author spends a good amount of in the early to mid chapters of the book to get the reader to understand theories and concepts
of what it takes to get architectural assets prepared to use in Unity. Multiple ways and software are explored, explained and
thoroughly brought across. Specific technical terms are discussed and elaborated on as needed. While these concepts are
certainly necessary to understand, it made me wonder a little bit if those are concepts that should already be knowledge for a
reader of a book with such a specific title or not. I guess as with all technical books, the author wants to reach all levels
of readers. For more advanced readers that are already familiar with these concepts these parts might not be very helpful.

The chapters in which the author goes into hands on use of Unity itself are again set up very easy to follow and structured. A
common theme throughout the whole book I would like to mention. As a professional programmer, although I might be a little biased
here, I thought that the chapter on scripting should have been a little bit more elaborated on. My complain here comes from the
title of the book itself. When I first read the title I was in the opinion, that this book would teach more about the actual use
of Unity and scripting for a very specific purpose. Not that the book is lacking important code or has flaws in the code that is
used. In my opionion the book just has a too short chapter explaining the power of writing code for this particular purpose.

Overall, to me the book follows a pattern of many technical books that I have read over the years. Often their titles are a bit
misleading and not quite what I was looking for. Now I said above, that I read the book solely for the

purpose of "personal

entertainment", however, I did set a goal before I started reading of what I would look for if I would read this book from a

teaching perspective. As I mentioned before, all of the chapters are well written, easy to understand and cover specific parts

of the whole picture, so this goal was certainly met. The goals that weren't met by the book were the lack of more coding examples

as well as the long theoretical chapters on how to prepare assets. These parts were a little bit too basic for me and I rather

would have seen them to be a little bit shorter and focus more on using Unity as the title would suggest.

Therefore I rated the book as 4 stars from a perspective of a more advanced user. There isn't really much the book will help you

if you already know the concepts of preparing assets for use in a visualization software and you have a basic idea of how to write

simple code. If you are a someone who is an absolut beginner in asset creation and the basics of writing code, then this book

is for you and deserves a 5-star rating. As a beginner, this book will take you literally take you by the hand and walks you

through the necessary steps to have something to show. Where you take it from there is completely your choice, but you will

certainly have what you need to get on your journey.

2 of 2 people found the following review helpful.
Great book
By JL
The author goes over the differences of traditional CAD software like AutoCad and 3D software like Unity 3D. In the first chapter he explains the workflow to get designs from AutoCad to Unity 3D and also explains common problems and pitfalls that architects could find when working with these programs.

On the next chapters the author takes a hands on approach and the reader can begin creating a scene exported from a CAD software and imported into Unity 3D. With every chapter you can see you scene coming to life by adding lights, 3D navigation, 3D models, optimization of your scene and even you will learn a bit of scripting.

The book is perfect for any architect and visualization artist who enjoys an hands on approach to learning a new tool. While the author goes over theory during the first chapter the rest of the book will have you working with your project and at the end you will enjoy your work of art. I found it an interesting read and easy to get into.

3 of 4 people found the following review helpful.
Finally! The book I have been waiting for!
By Giancarlo Amati
Finally The book I have been waiting for! As a Unity3D developer, this book is really useful and very well written. I loved the lighting section and I could create my own project in few hours! Thank you!

See all 4 customer reviews...

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