



Discover all the secrets of Unreal Engine and create seven fully functional games with the help of step-by-step instructions About This Book Understand what a Blueprint is and how to create a complex visual scripting code Discover the infinite possibilities that Unreal Engine offers, and understand which tool to use, where and when Learn to think like a real game developer in order to create enjoyable and bug-free games using this comprehensive and practical handbook Who This Book Is For This book is ideal for intermediate level developers who know how to use Unreal Engine and want to go through a series of projects that will further their expertise. Working knowledge of C++ is a must. What You Will Learn Write clean and reusable Blueprint scripts Develop any kind of game you have in mind, following the rules used by experts Move through Unreal Engine 4, always knowing what you are doing and where to find the right tool for your needs Integrate C++ code into your projects using Visual Studio and the tools that Unreal provides Extricate between classes, nodes, interfaces, macros, and functions Work with different types of assets, from 3D objects to audio sources, from UI buttons to animations Explore all the aspects of the game logic: collisions, navigation meshes, matinees, volumes, events, and states In Detail With the arrival of Unreal Engine 4, a new wonderful tool was born: Blueprint. This visual scripting tool allows even non-programmers to develop the logic for their games, allowing almost anyone to create entire games without the need to write a single line of code. The range of features you can access with Blueprint script is pretty extensive, making it one of the foremost choices for many game developers. Unreal Engine Game Development Blueprints helps you unleash the real power of Unreal by helping you to create engaging and spectacular games. It will explain all the aspects of developing a game, focusing on visual scripting, and giving you all the information you need to create your own games. We start with an introductory chapter to help you move fluidly inside the Blueprint user interface, recognize its different components, and understand any already written Blueprint script. Following this, you will learn how to modify generated Blueprint classes to produce a single player tic-tac-toe game and personalize it. Next, you will learn how to create simple user interfaces, and how to extend Blueprints through code. This will help you make an informed decision between choosing Blueprint or code. You will then see the real power of Unreal unleashed as you create a beautiful scene with moving, AI controlled objects, particles, and lights. Then, you will learn how to create AI using a behavior tree and a global level Blueprint, how to modify the camera, and how to shoot custom bullets. Finally, you will create a complex game using Blueprintable components complete with a menu, power-up, dangerous objects, and different weapons. Style and approach This is an easy-to-follow guide full of practical game examples. Each chapter contains step-by-step instructions to build a complete game and each game uses a different tool in order to cover all the topics in a detailed and progressive manner.

What do you know about your data? And how do you know what you know about your data? Information governance initiatives address corporate concerns about the quality and reliability of information in planning and decision-making processes. Metadata management refers to the tools, processes, and environment that are provided so that organizations can reliably and easily share, locate, and retrieve information from these systems. Enterprise-wide information integration projects integrate data from these systems to one location to generate required reports and analysis. During this type of implementation process, metadata management must be provided along each step to ensure that the final reports and analysis are from the right data sources, are complete, and have quality. This IBM® Redbooks® publication introduces the information governance initiative and highlights the immediate needs for metadata management. It explains how IBM InfoSphere™ Information Server provides a single unified platform and a collection of product modules and components so that organizations can understand, cleanse, transform, and deliver trustworthy and context-rich information. It describes a typical implementation process. It explains how InfoSphere Information Server provides the functions that are required to implement such a solution and, more importantly, to achieve metadata management. This book is for business leaders and IT architects with an overview of metadata management in information integration solution space. It also provides key technical details that IT professionals can use in a solution planning, design, and implementation process.

XML is one of the most common standards for the exchange of information. However, organizations find challenges in how to address the complexities of dealing with hierarchical data types, particularly as they scale to gigabytes and beyond. In this IBM® Redbooks® publication, we discuss and describe the new capabilities in IBM InfoSphere® DataStage® 8.5. These capabilities enable developers to more easily manage the design and processing requirements presented by the most challenging XML sources. Developers can use these capabilities to create powerful hierarchical transformations and to parse and compose XML data with high performance and scalability. Spanning both batch and real-time run times, these capabilities can be used to solve a broad range of business requirements. As part of the IBM InfoSphere Information Server 8.5 release, InfoSphere DataStage was enhanced with new hierarchical transformation capabilities called . XML Stage provides native XML schema support and powerful XML transformation functionality. These capabilities are based on a unique state-of-the-art technology that allows you to parse and compose any complex XML structure from and to a relational form, as well as to a separate hierarchical form. This book is targeted at an audience of systems designers and developers who focus on implementing XML integration support in their environments.

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