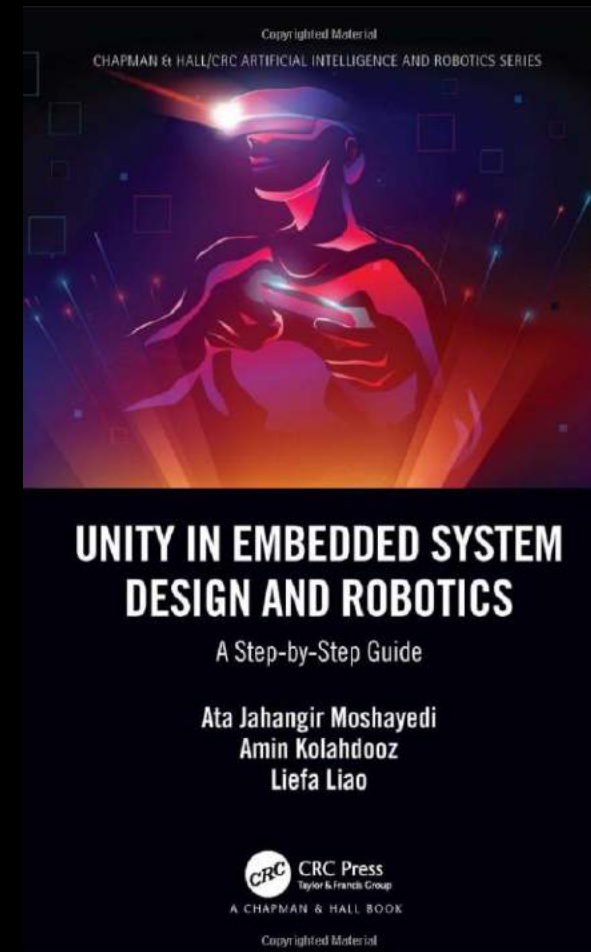# Unity in Embedded System Design and Robotics: A Step-By-Step Guide

Unity in Embedded System Design and Robotics: A Step-By-Step Guide

Description

The first book of its kind, ***Unity in Embedded System Design and Robotics*** provides a step-by-step guide to Unity for embedded system design and robotics. It is an open gateway for anyone who wants to learn Unity through real projects and examples as well as a particularly useful aid for both professionals and students in the fields of embedded system design and robotics.

Each chapter contains a unique project. The user is guided through the different windows and sections of Unity every step of the way. The book also includes projects that connect Unity to Arduino and Raspberry Pi, which will help readers better understand various Unity applications in the real world.

This book provides a step-by-step introduction to the development of embedded systems for the building of robots, sensing devices, and even autonomous systems. It is an outstanding textbook for university students preparing for robotic contests and a reference book for hobbyists to DIY.

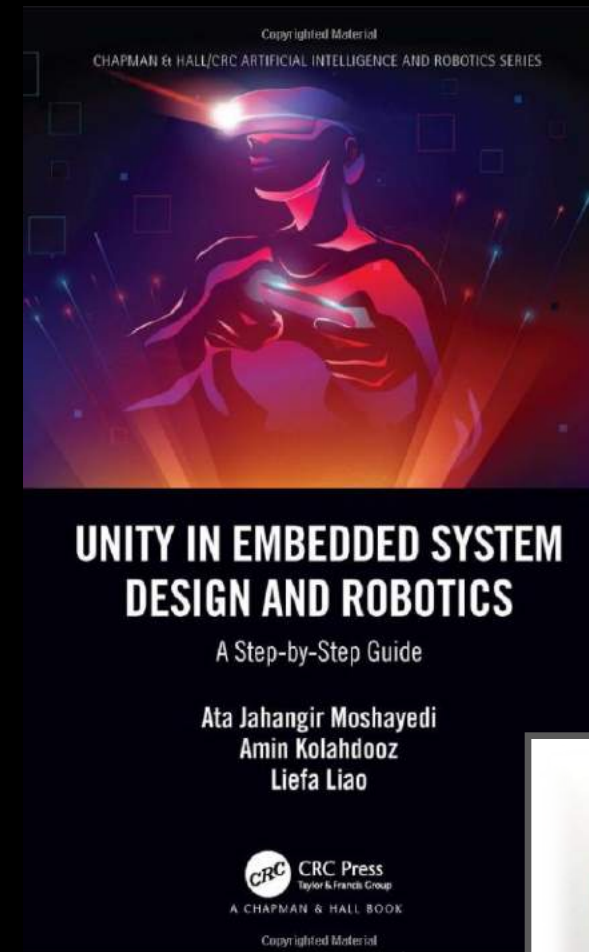**DR SHUAI LI,**(Associate Professor in Robotics and Autonomous Systems)
SCHOOL OF AEROSPACE, CIVIL, ELECTRICAL, GENERAL AND MECHANICAL ENGINEERING, Swansea University, UK

Unity in Embedded System Design and Robotics: A Step-By-Step Guide   Expert Voice

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This book is the most reliable source of practical examples for building an intuitive understanding of unity that I have found.
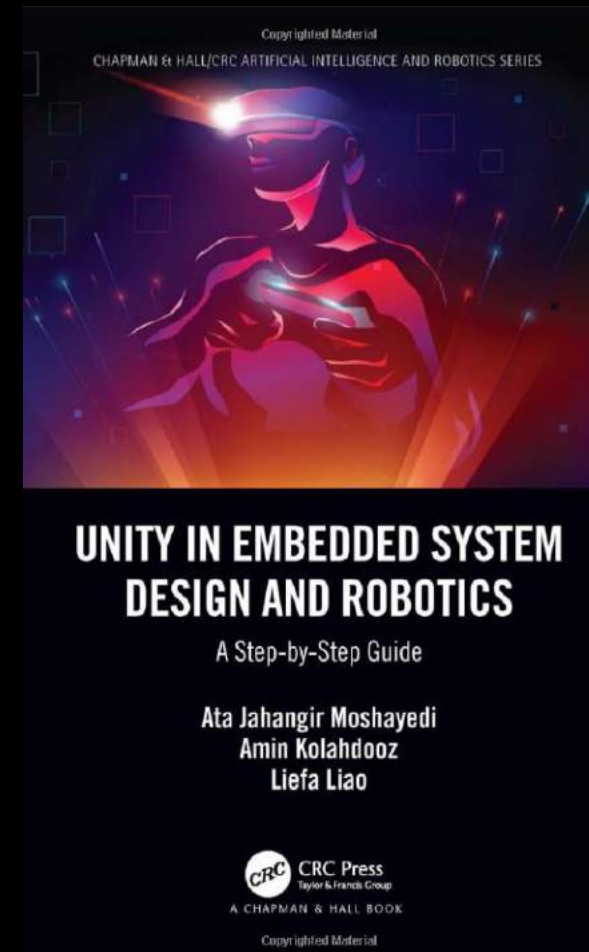
I can say that I could use this book as a game changer in my projects to link unity with Arduino. I strongly suggest this book for making a comprehensive experience with unity and its broad applications.

PEYMAN BAGHERI ,(Ph.D. Scholar)
research assistant, Tianjin University, China

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Expert Voice

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I scrutinized this book almost in one go – I found it very well-written, and easy to read and understand. The book contains a nice mix of examples of unity in system design and robotics.

This book will accompany me throughout my academic life. I look forward to reading it again – more slowly and spending more time on the details to assimilate its application to my own concept of robotics

DR. S.Shafiei, ,(Ph.D. Scholar)
Senior Researcher in Shanghai Jiao Tong University,China

Unity in Embedded System Design and Robotics: A Step-By-Step Guide Expert Voice

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"***Unity in Embedded System Design and Robotics***" is a good textbook for any undergraduate or postgraduate student who wants to start learning useful software for robotics.

This may also help fill a gap between what they learn at the university and the challenges they will face in the industry.

DR. ARASH TOUDESHKI
 Chief editor International Journal of Applied Electronics in Physics & Robotics , California, USA

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I studied "***Unity in Embedded System Design and Robotics***" This book is very beneficial to students, researchers and scientists who want to have a deep understanding of unity and embedded system merged with robotic . This book provides them a useful set of topics, definitions and examples. If you want to improve your understanding in this fields, I recommend you to study it very soon and develop your skills by getting new ideas.
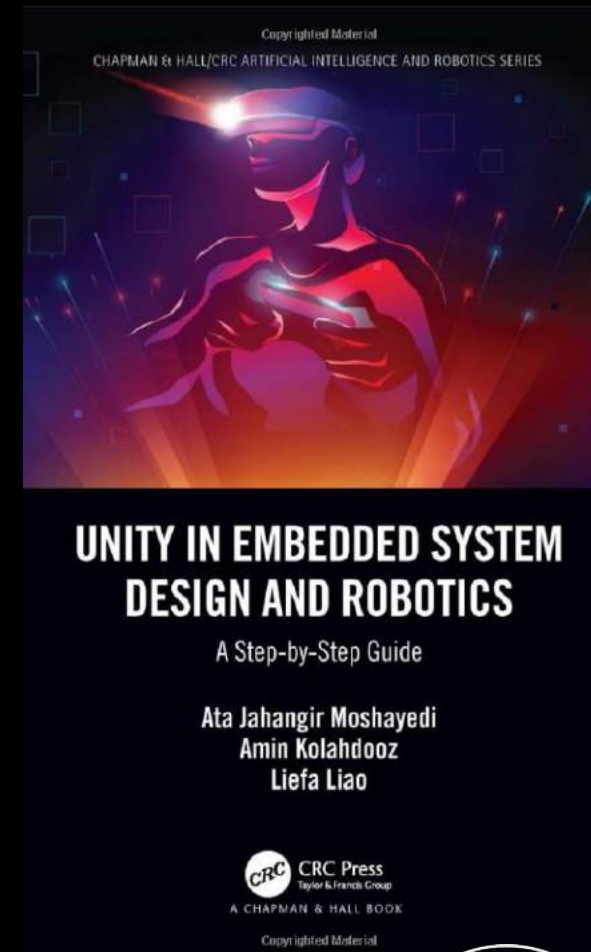
NIMA SINA ,(Ph.D. Scholar)
Department of Mechanical Engineering, Iowa State University, Ames, IA, USA

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This book provides an interesting overview on embedded robotics and control based on Unity3D. Throughout it covers most of the practical aspects related to the design and control of an autonomous robot. First, it begins with basic fundamentals, Second it presents many detailed design examples which allows the reader to solve new problems with new technology. This book provides an introduction to unity in robotics that could be used at the college level with little or no prerequisites.
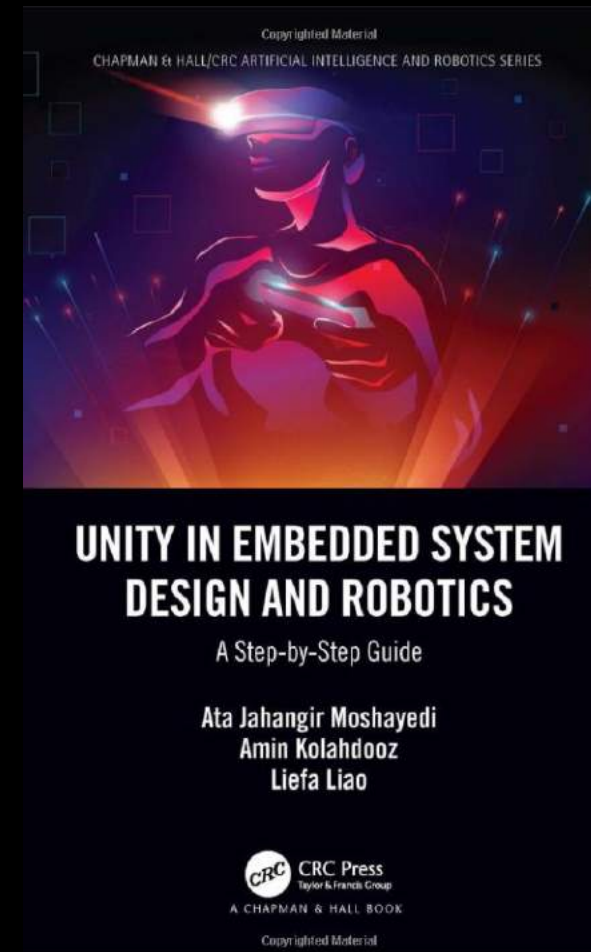
PROVATI SUTRADHAR,(MTECH STUDENT)

Department of Aerospace Engineering, Indian Institute Of Technology, Kanpur, India

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Each chapter contains a unique project. The user is guided through the different windows and sections of Unity every step of the way. The book also includes projects that connect Unity to Arduino and Raspberry Pi, which will help readers better understand various Unity applications in the real world.

I would recommend this book in one go because this book contains a detailed comprehensive tutorial as to how to work with robots and embedded design with the help of Unity3D – A game development IDE. This book is not just great for starter but also will help learners with advanced knowledge brush up on preliminary skills.

The guideline available here is unlike any other because, the book does not just show projects like documentation rather step by step with illustrative pictures from start to the end so that anyone can learn it without having any prior knowledge whatsoever.
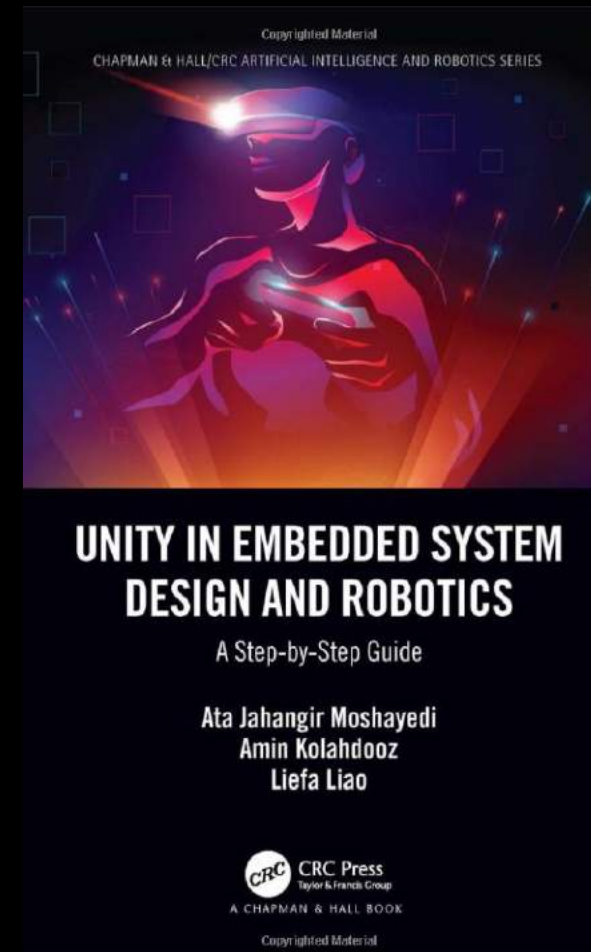
Atanu Shuvam Roy ,(MTECH STUDENT)

Department of Computer Science and Engineering, Indian Institute Of Technology, Kanpur, India

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Each chapter contains a unique project. The user is guided through the different windows and sections of Unity every step of the way. The book also includes projects that connect Unity to Arduino and Raspberry Pi, which will help readers better understand various Unity applications in the real world.

This book is very good for students and professionals to know and understand Unity in embedded system design and robotics. Even you are beginner or would like to know the process, choose this book, you will improve a lot about this field's knowledge. Thus, I strongly recommend you choose this book when you would like to know this fields knowledge, you will be easy and fast to going to this area, become fast learner.

Ling Tian , (Ph.D. Scholar)
Institute of Energy and Sustainable Development, De Montfort University, Leicester, UK

Unity in Embedded System Design and Robotics: A Step-By-Step Guide

CHAPMAN & HALL/CRC ARTIFICIAL INTELLIGENCE AND ROBOTICS SERIES

UNITY IN EMBEDDED SYSTEM DESIGN AND ROBOTICS

A Step-by-Step Guide

Ata Jahangir Moshayedi
Amin Kolahdooz
Liefa Liao

CRC Press
Taylor & Francis Group
A CHAPMAN & HALL BOOK

DE MONTFORT UNIVERSITY LEICESTER

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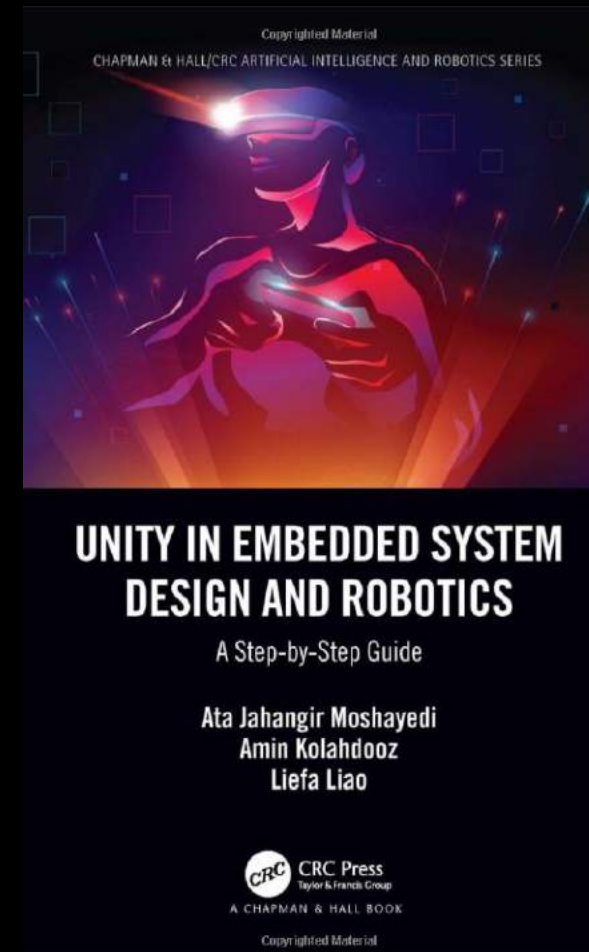
"Unity in Embedded System Design and Robotics": This book offers a practical workflow and insights into the fields of robotics and embedded systems. The detailed instructions provided for various applications are well-organised and easy to follow. After reading this book, practitioners who are not familiar with the subject or using the software will be able to put it to good use thanks to the detailed explanations for the installation process, step-by-step procedure to use Unity software, and codes. This book is written in a way that anyone who has an interest in learning embedded systems and robotics would enjoy reading it from cover to cover.

Dr . Abhijith Moni; (Postgraduate Researcher)
Faculty of Computing,   Engineering and Media De Montfort University, United Kingdom.

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I read a book titled "**Unity in Embedded System design and Robotics**". I must say, this book is very engaging and gives you a good understanding of Unity game engine and its implementation in embedded systems. By providing different examples, the author gives facility to programmers to check his/her understanding at every stage. I recommend this book to students and researchers to get good knowledge of real-world examples of Unity in embedded system design and Robotics.
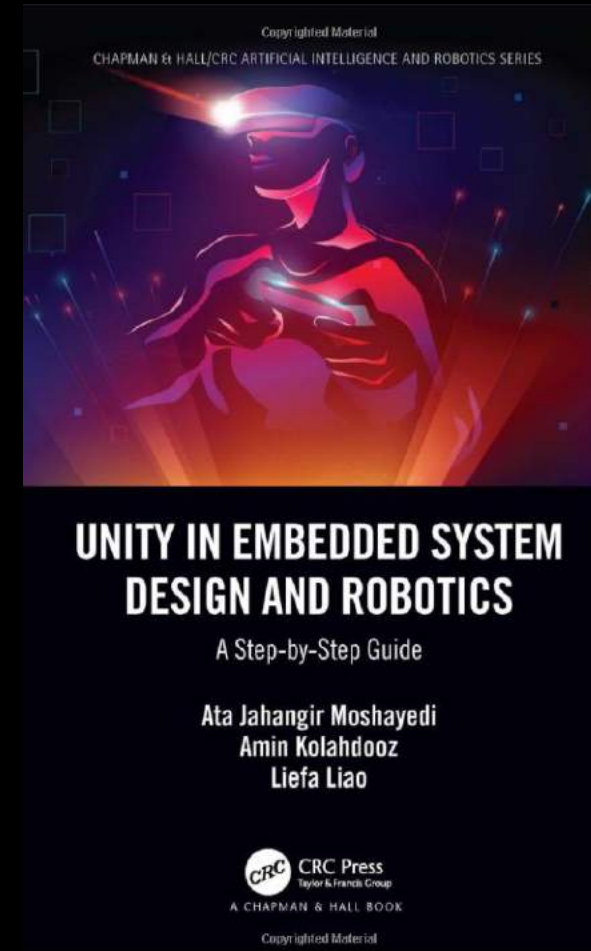
Dr. Bhagyashree Joshi, ,(Assistant Professor)
Department of Instrumentation Science, Savitribai Phule Pune University, Pune, India

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Unity in Embedded System Design and Robotics book provides a step-by-step guide for learners. The book is very well written and explains each and every detail of virtual reality, Unity for embedded systems design and its programming. Each step is explained with the help of examples which definitely helps the learners to understand the concepts and procedures to build robots, automation systems and embedded systems. The book also includes the applications of Unity in the real world and projects based on Arduino and Raspberry Pi. The book will be a reference guide for students, research scholars and professionals in embedded systems and robotics.
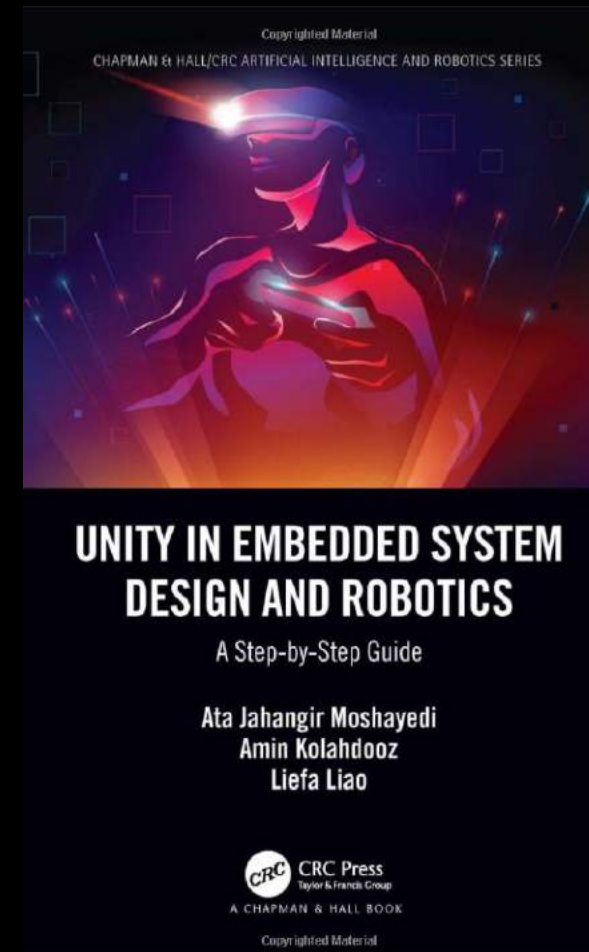
Dr. Jayashri Bangali (Head of the Electronics Department)
Kaveri College of Arts, Science and Commerce, Ganeshnagar, Pune, India

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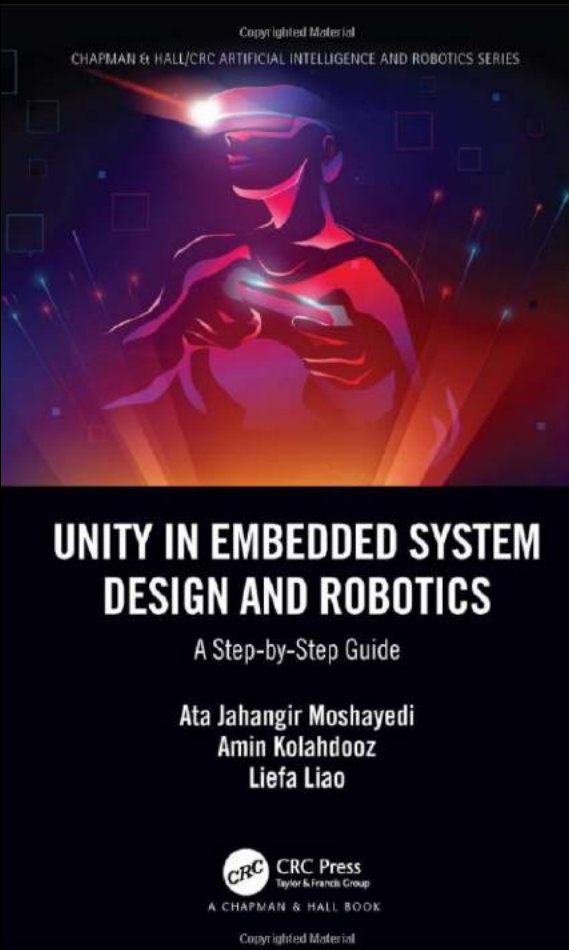
This is a great book with fantastic illustration. The organisation of the chapters in the book are well accessed for the basic to the advance learners. The author does a great job in providing the coherent explanation for the beginners in software installation process till exporting the 3D file. There are number of simple effective explanation and examples which enables the readers to enhance developing the innovative design in the Unity environment. Overall, this book is highly recommendable for the disciples interested in embedded system and robotics.

Yogeshvaran.R.Nagarajan,(Ph.D. Scholar)
School of Engineering & Sustainable Development,De Montfort University, United Kingdom

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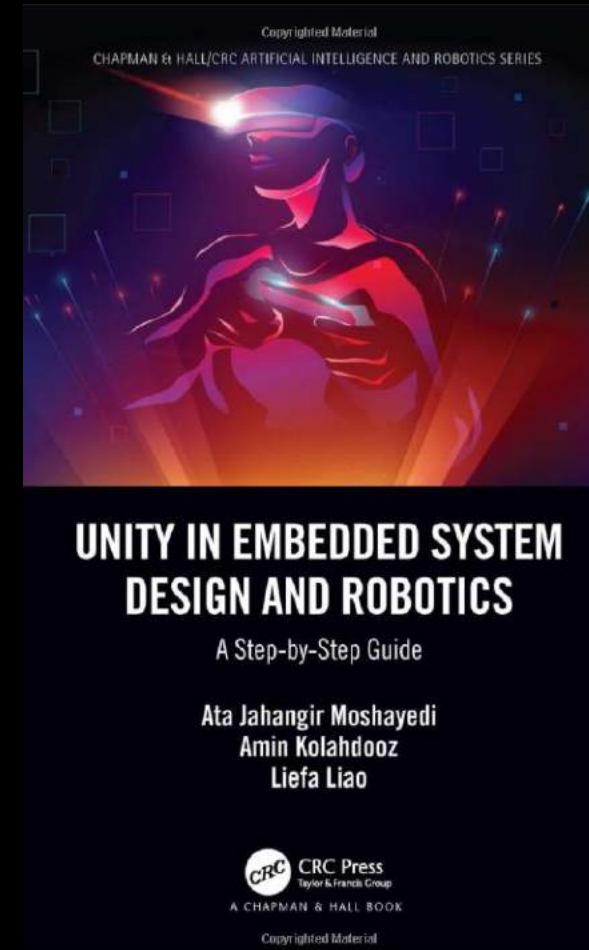
This book stands out both for its interesting content and its pedagogy. Easy to access, it is undoubtedly a good tool for Robotic students and also a real support for professionals.

Bertrand N. W. Sawadogo, ,(BE student**)**
School of energy production at UTBM, France

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As an engineer in the field of automation, I try to use Unity to assist me in my work. But Unity was originally designed as a game engine, so the documents and tutorals in the related field is rather lacking and the work really requires a lot of tricks. This book uses detailed examples to explain various techniques for using Unity in automation development. Reading this book saved me a lot of time in doing my own research.

Zili Wang;
 Autonomous Driving Engineer XPeng Motor, Guangzhou China

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From my point of view, this is a fascinating book for students and individuals who want to learn about embedded system design and robotics. Each chapter is explained in detail step-by-step, which is easy to understand and follow. I believe you will gain your knowledge enormously through the author's experience

Nittalin Phunapai (Associate Professor, Ph.D. scholar)
Mechanical Engineering, Srinkharinwirot University, Thailand.
Institute of Energy and Sustainable Development, De Montfort University, Leicester, UK

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