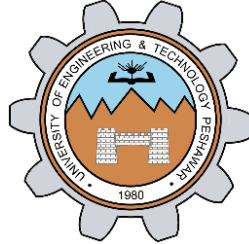


Unity Basics (Part 1)

LAB # 1



Fall 2024

CSE-411L Intro to Game Development Lab

Submitted by: **Ali Asghar**

Registration No.: **21PWCSE2059**

Class Section: **A**

“On my honor, as student of University of Engineering and Technology, I have neither given nor received unauthorized assistance on this academic work.”

Submitted to:

Engr. Abdullah Hamid

Date:

21st December 2024

Department of Computer Systems Engineering
University of Engineering and Technology, Peshawar

Objective:

In this we lab we will learn how to install and setup Unity and explore unity basics like the unity UI/buttons and their functionality, also how to create a project, what 3D models are available to use.

Tasks:

- Install Unity Hub, Editor and Android Support.
- Setup Unity Editor in Unity Hub
- Create a new Unity Project
- Change layout of the project
- Explore Unity windows (scene, game, inspector, project and hierarchy)
- Place all Unity 3D objects in the scene and make the main camera face them
- Try to move the Directional Light

Output:

