**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:

21**st 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

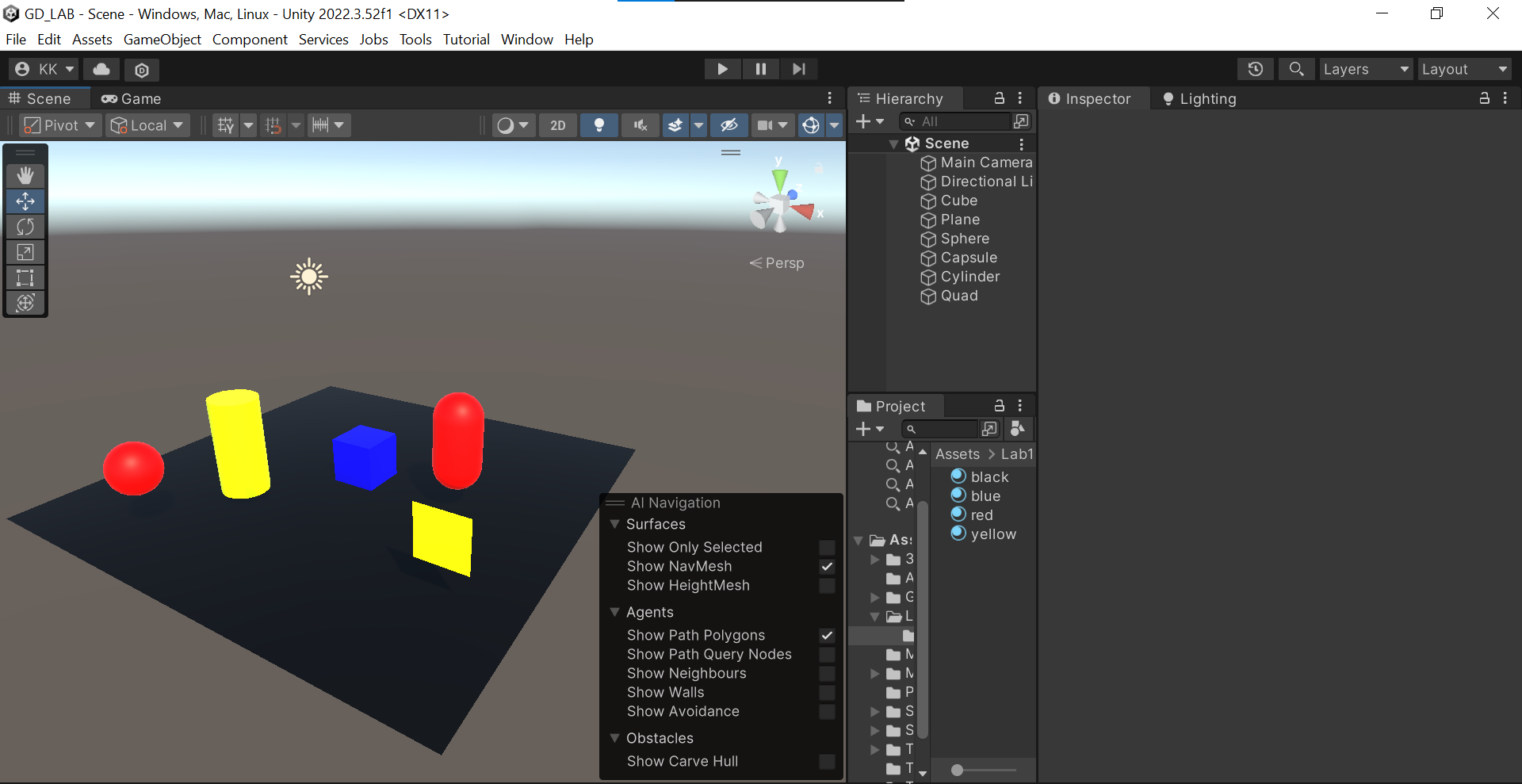
- Change layout of the project

- 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:**

****