



# TechXR Innovations Private Limited

LEARN C# WITH UNITY

# Unity & C#

Unity is a game engine to make Games, Animations, Visual Effects and AR-VR experiences.

C# is the scripting language understood by UNITY to code games.



# What is a game engine?

- ▶ A game engine is like a laboratory or workshop to develop games.
- ▶ Just like a workshop which provides tools and machines to manufacture a desired product, game engine provide all the necessary tools and the environment to develop games
- ▶ Game engine consists of all the necessary bricks and blocks required to make games.
- ▶ Game engine offers scenes, animators, vfx tools, physics engine, graphic materials, UI elements – text, buttons, images etc, inspector & editor windows to connect & tweak different elements of a game, also some more windows to organise your project.



# What are Scripts?

- ▶ A script is a program or set of instructions which is interpreted or carried out by another program.
- ▶ In our case, script is a set of instructions which are carried out by unity.
- ▶ Unity understands C# , hence the scripts for unity are written in C#.
- ▶ C# is one of the programming language just like, C, C++, Java, Python.
- ▶ A programming language allows to communicate with computer, through a programming language we are able to give instructions to the computer.