# Einführung in die Informatik für Games Engineering

## Tutorials

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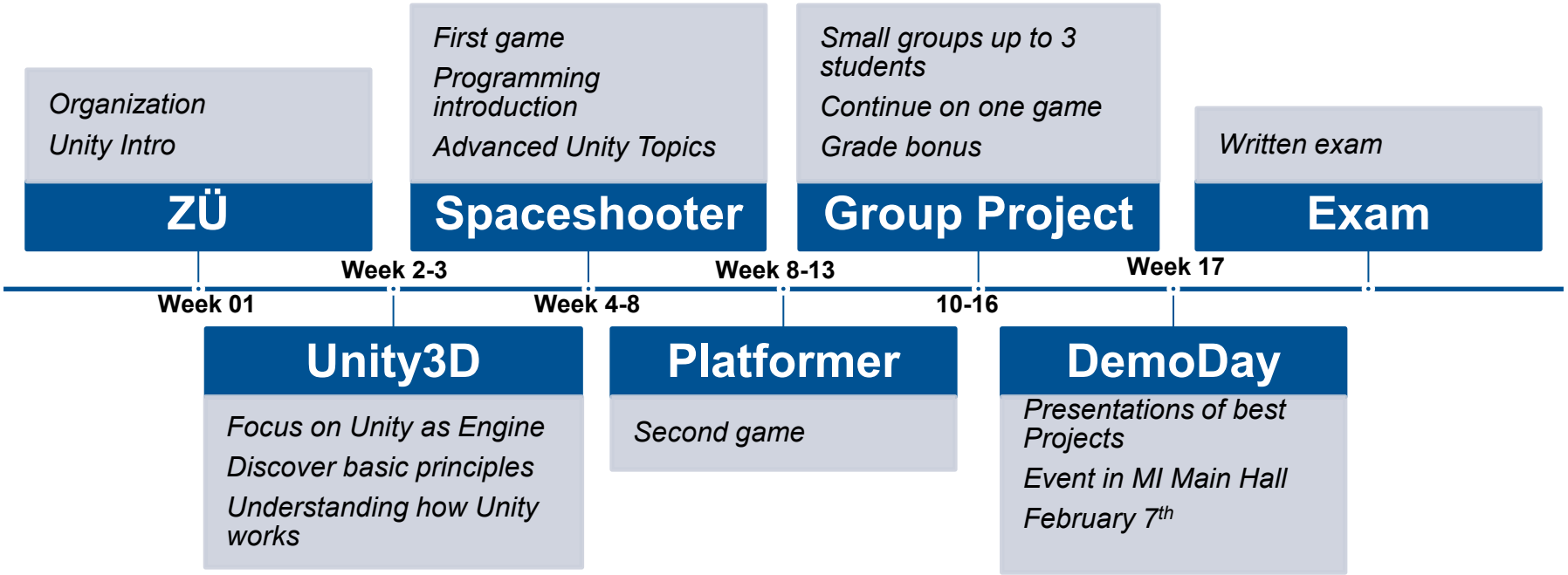
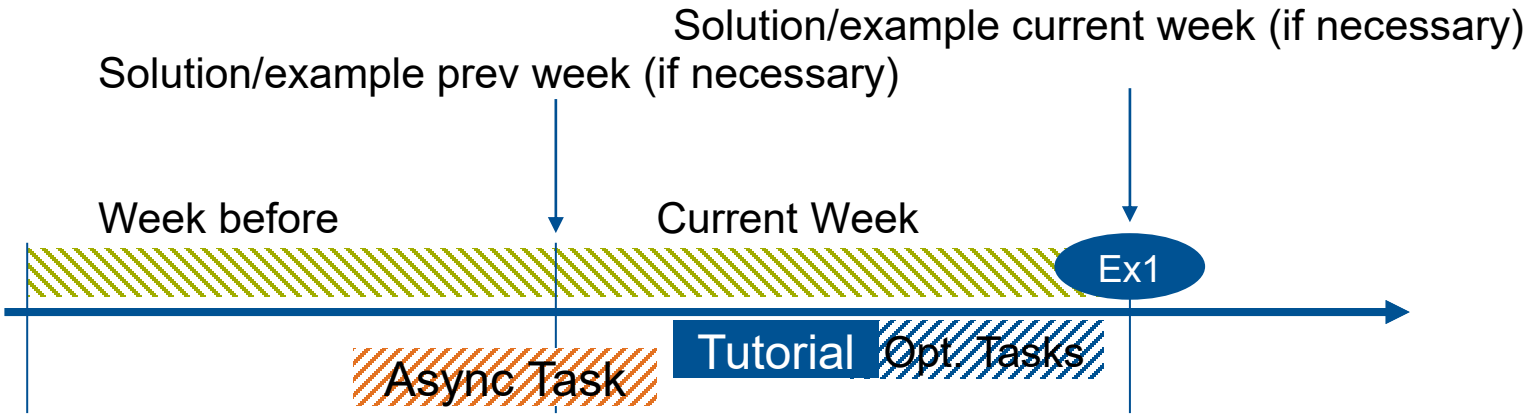
# Tutorials – Schedule (planned)



# Example Tutorial Week



# Welcome

Time to get to know you☺

Your Tutor

# Start with Unity

- Open Unity Hub to create a new 3D Project
  - If you are using our PCs (computer rooms) please choose your path wisely
    - ALWAYS select the drive letter of the network drive! -> like X:\User Documents\Unity\MyProjects
    - Unity will fail to open same location using shortcut „Documents“\...

#1 Select a Layout that fits to your screen size
- Try to place two scene views and the game view at once in your layout
- Save your design (and switch back to a default one if you like)

#2 Create content
- Add a new Cube, a sphere and a plane to your empty scene
- Use different ways for each (using menu bar, Hierarchy)

# Start with Unity

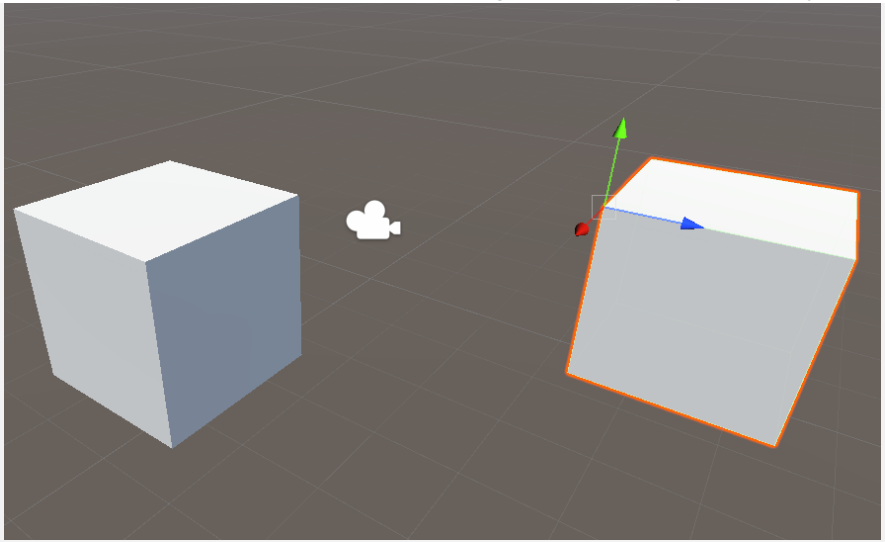
#2 cntd.
- Move your scene view (using scrolling/middle mouse, right mouse button, Nav icon (top right) or arrows…)
- Create a second cube
  - ➢ Where does it spwan?

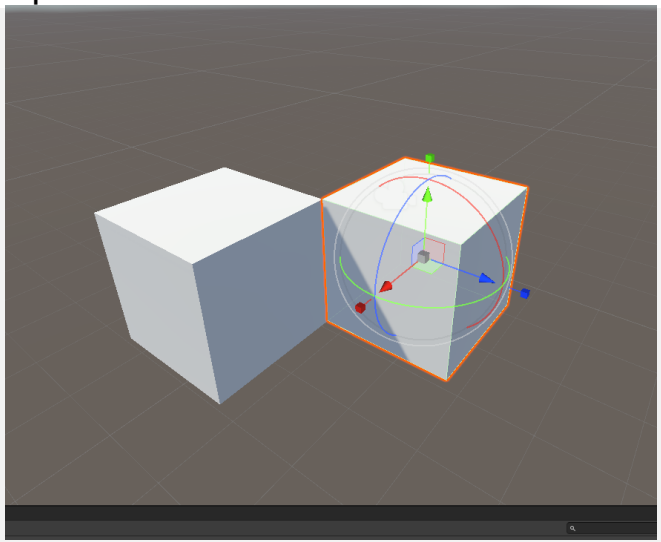
#3 Transformation
- Try to rearange your obects (using mouse, inspector, transfer tool „X“-Key
- Move them as close as possible together
  - think about scale factor and positions of the objects
  - Select them using scene view or hierarchy
    - ➢ Don‘t see one object? Select it in the hierarchy an press „F“, what happens?

# Start with Unity

#4 More shortcuts

- Press and hold down „V“, grab an edge from your cube and place it next to another cube





# Start with Unity

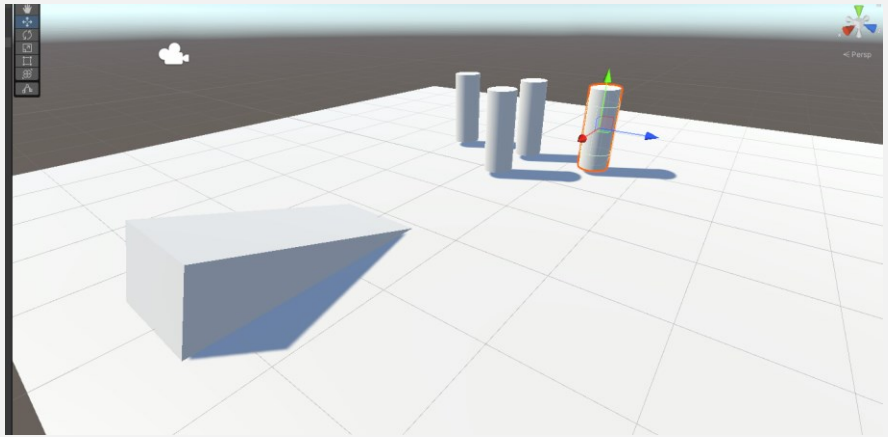
#6 Save your scene
- Save your scene in the scenes folder of your project

# Build a small bowling level

#1 create a new 3D Scene

- Use the learned methods to setup a small bowling level
  - ➢ Use the arrows or planes between to restrict motion to a specific axis

What were missing to fullfill this task?



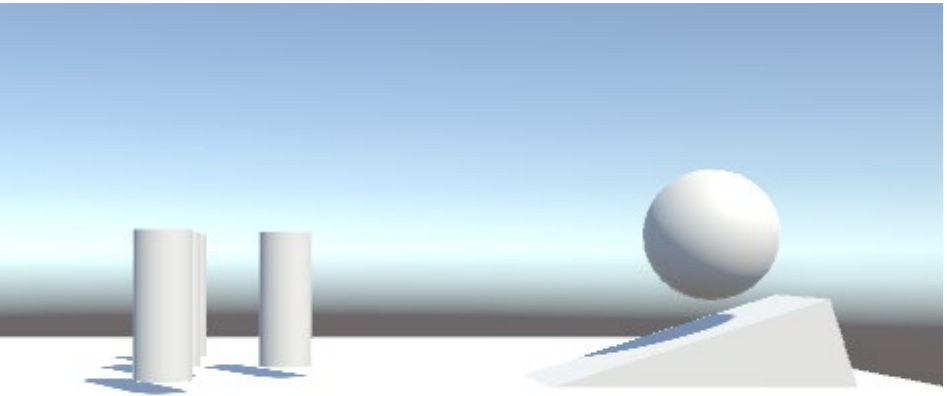
# Build a small bowling level

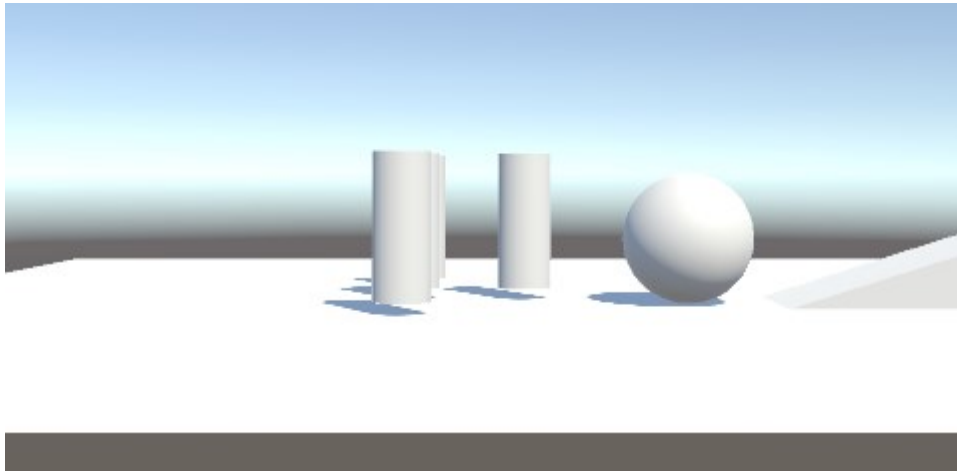
#2 Make the „ramp“ as child object of the plane or „floor“ object you choose

#3 Place a sphere over the ramp

#4 Add a „rigidbody“-component to the spehre using the inspector window

# Build a small bowling level





# Build a small bowling level

#5 Press play and enjoy!

# Build a small bowling level

#6 What happens, what might missing?

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# Additional Task (free work time during tuorial or at home)

#1 Place different light sources to highlight your bowling scene (Spot lights are good)

#2 Use the Project Tab to create new Materials with different Color
- Apply them one your objects

#3 Use the Asset Store to find cool assets (Free) fits to your game
- Or have a look on moodle and import the package

Please present your final results next Tutor session!