Intro to Unity

Basic Menu Navigation

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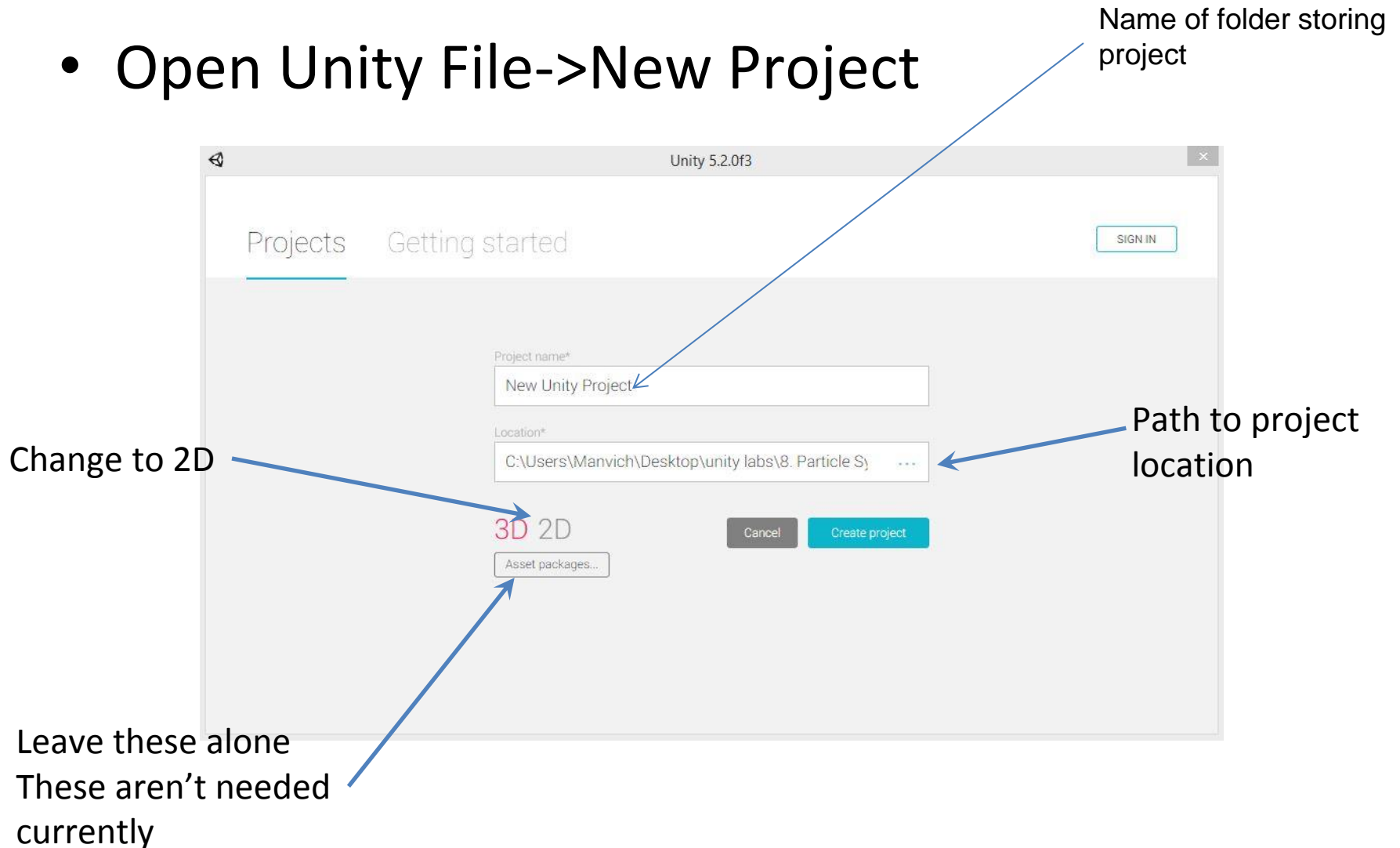
What is Unity?

- Unity is a game engine
- What is a game engine?
  - a software framework for development of video games
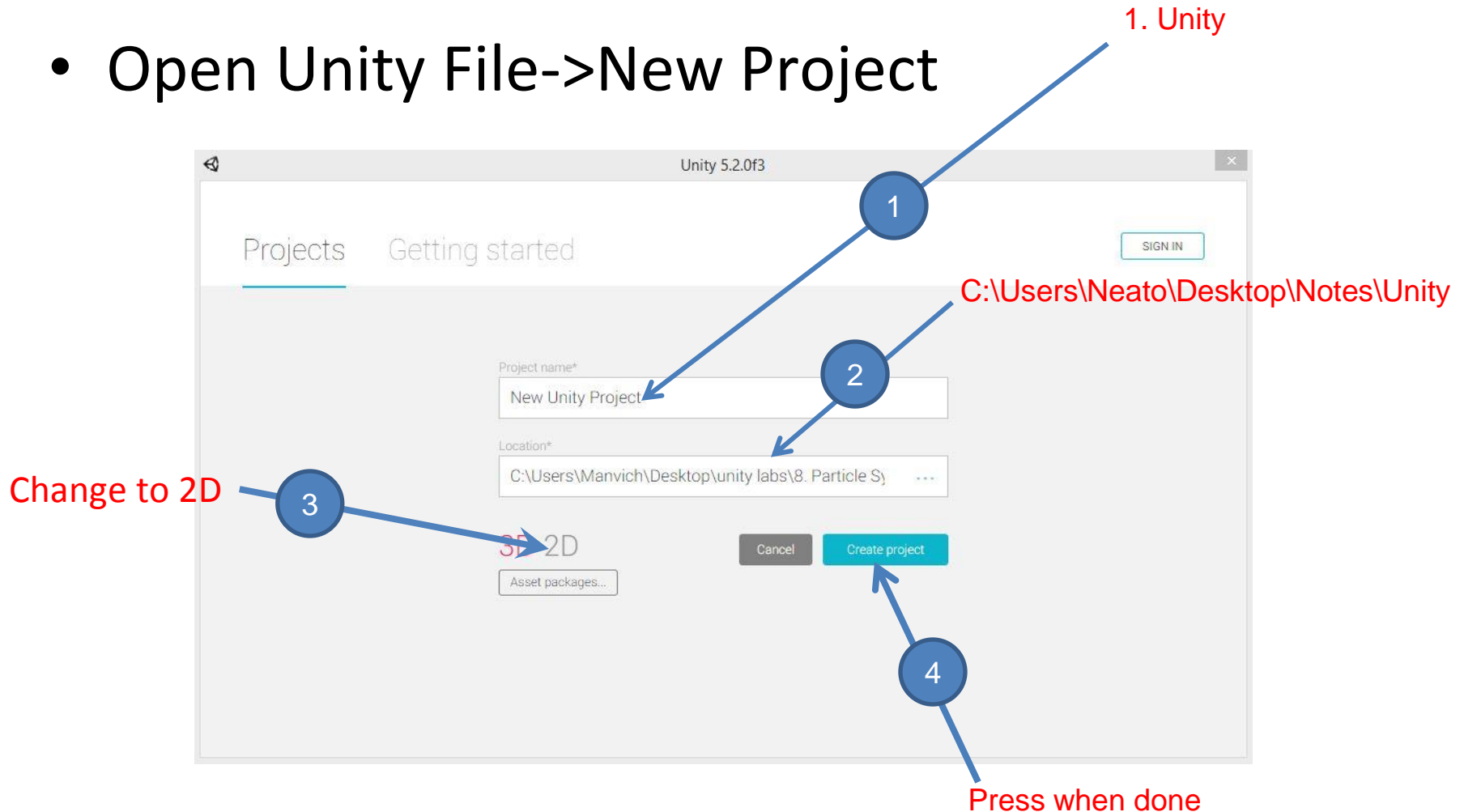
  Unity is cross - platform

Creating a New Project
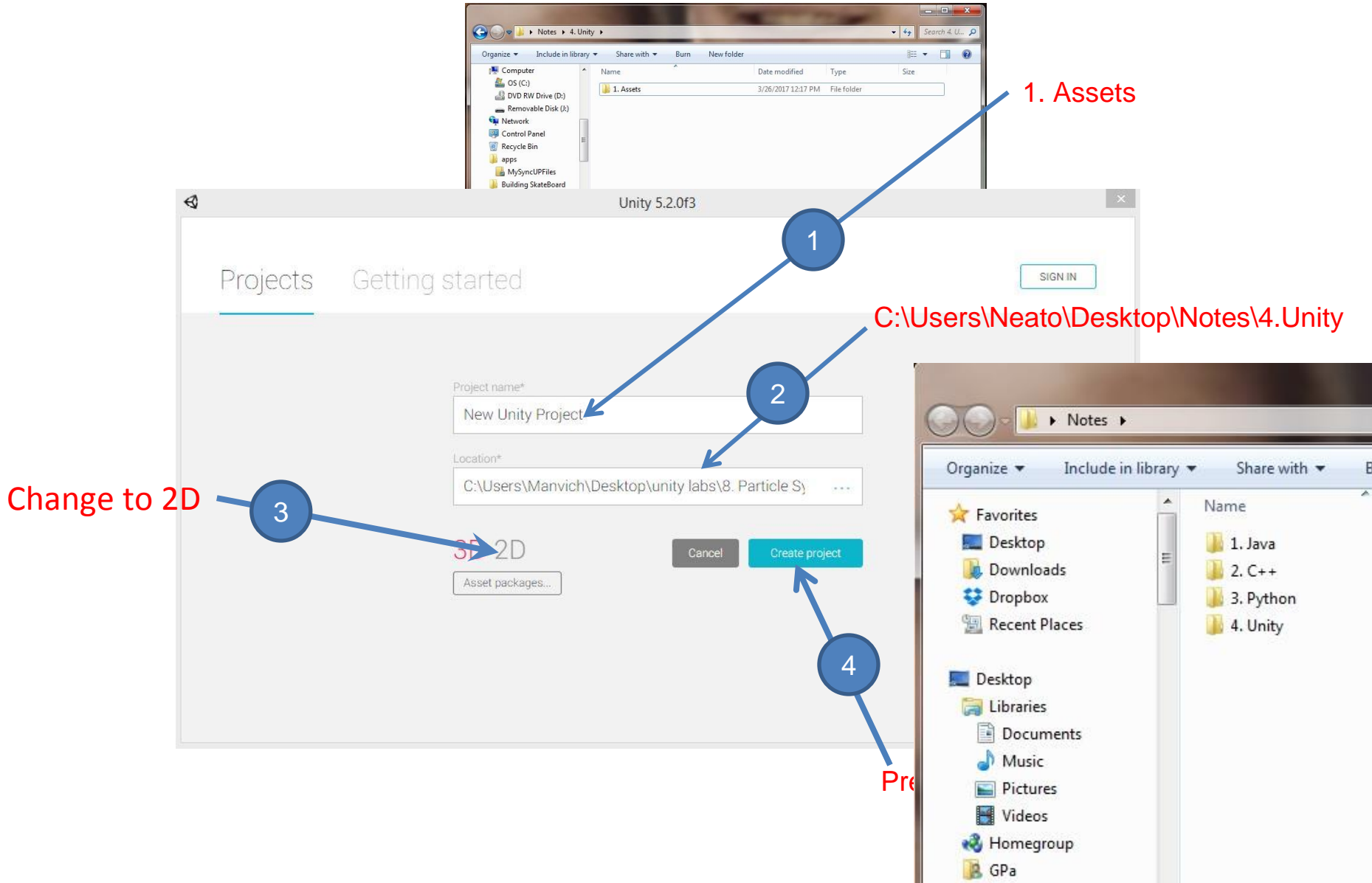
- Open Unity File->New Project

Name of folder storing project

Change to 2D

Path to project location

Leave these alone
These aren't needed currently

Creating a New Project - Steps

- Open Unity File->New Project

1. Unity

C:\Users\Neato\Desktop\Notes\Unity

Change to 2D

Press when done

Windows File Manager View
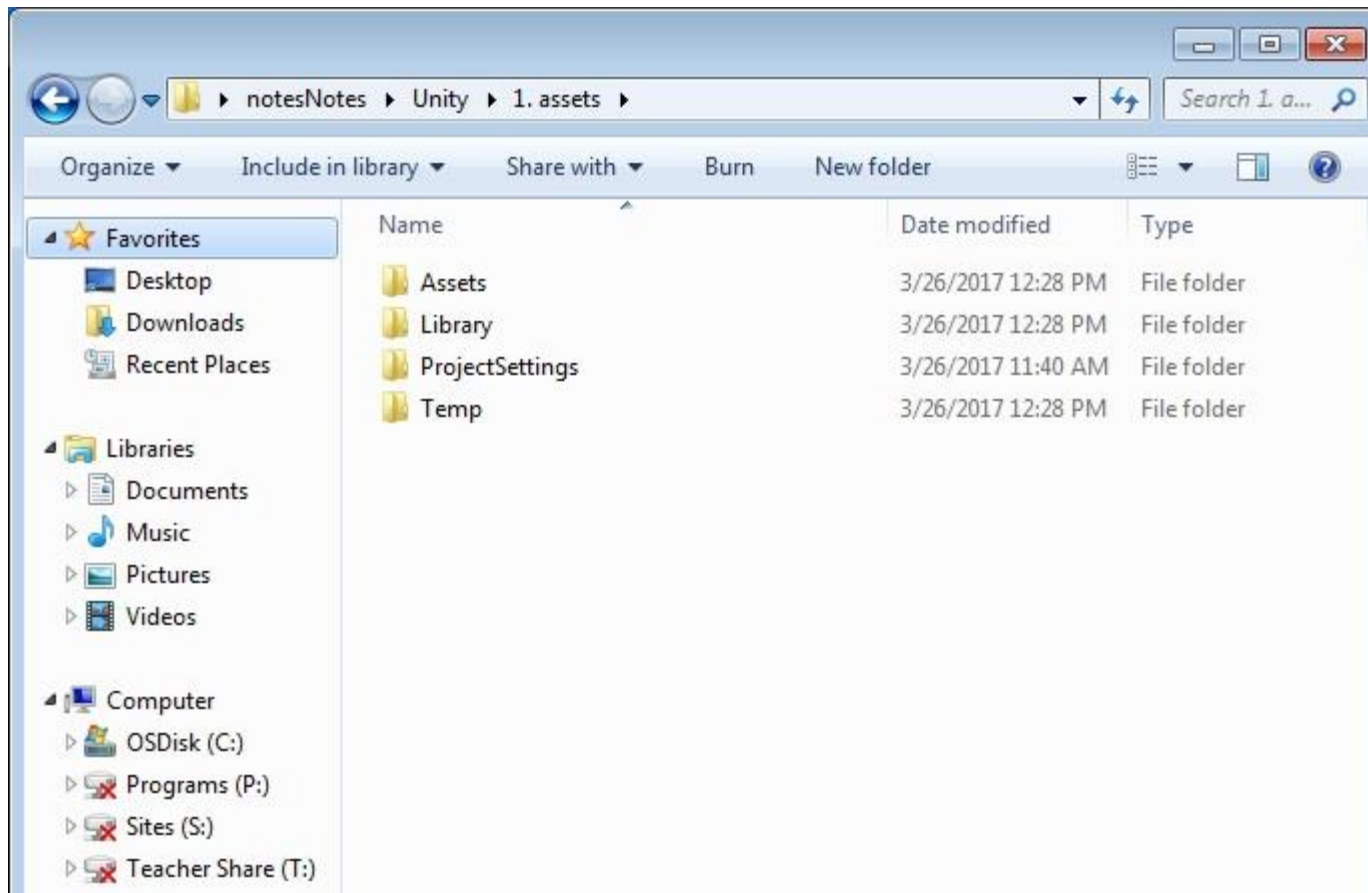

1. Assets

C:\Users\Neato\Desktop\Notes\4.Unity

Change to 2D

Pre...

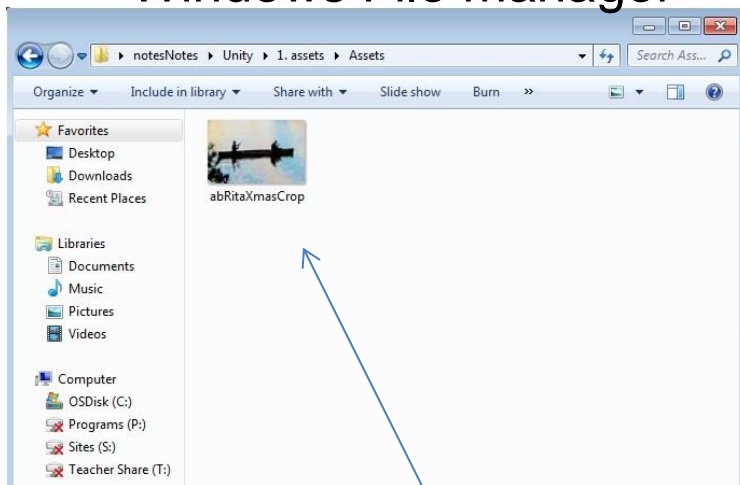# Inside the "1. Assets" folder….

Happens automatically!

What is an Asset?

- jpg
- GameObject (don't know what that is yet)
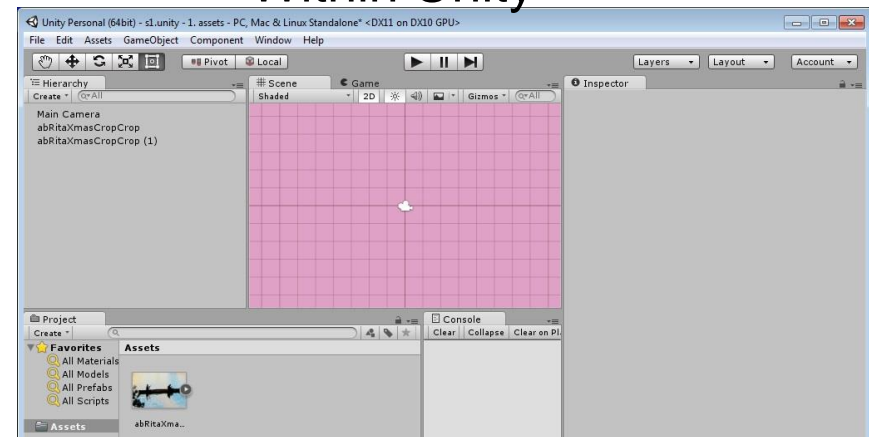- script (some code)
- Scene
- .
- .
- .

Inside the "Assets" folder is where we put our Assets
Example:

Windows File manager

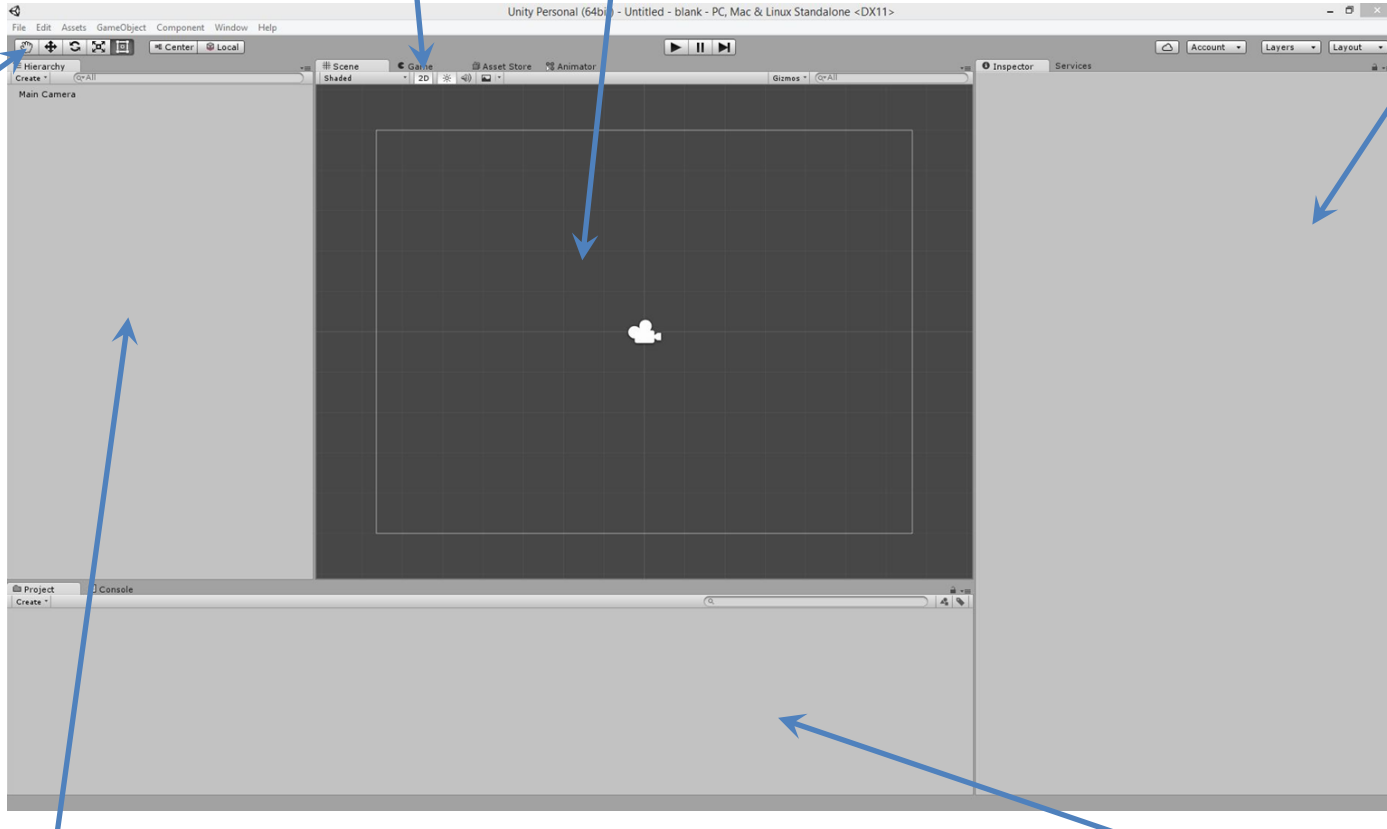Within Unity

Same Asset seen 2 different ways

Menu

Preview of Scene during Play

Scene

Information about

selected

object

Pan

List of Objects in the scene

Stored files (Assets) in the project

Unity Personal (64bit) - Untitled - blank - PC, Mac & Linux Standalone <DX11>

File Edit Assets GameObject Component Window Help

Center Local

Hierarchy
Create ▼ Q*All

Main Camera

Scene Game Asset Store Animator
Shaded 2D

Gizmos ▼ Q*All

Account ▼ Layers ▼ Layout ▼

Inspector Services

Project Console
Create ▼

Windows

- If you are missing a window, the missing windows can be brought back through Window->Layouts->Default
- You can arrange windows by dragging tabs

Lab 1

- Get a pic of something you want to build a game around (your face, your dog,…)
- Turn it into an asset
- Make a project and load multiple copies of your asset into a scene