

Roll a ball tutorial

Roll a ball tutorial is a simple yet insightful project which teaches you many principles of Unity and we will use it in order to familiarize ourselves with the platform and its way of working and ecosystem. While Unity is a very powerful game platform and requires lots of commitment to study its rich capabilities that would take almost a whole academic program to master it, we will approach it from a sound designer approach where we will be able to communicate with SuperCollider via OSC messages to build interactive audio-visual applications.

The code is available already provided in this week's folder. In the project I have already loaded `extOSC` and started making some sound. Let's take it a bit slow and take a look on the OSC implementation inside our script.

Open [this tutorial](#)