

LEONARDO FUNARI

Nav Mesh setup tutorial

In this tutorial I will explain to you how to implement an AI navigation system in your Unity project

STEP 1

Create a scene with various objects.

First of all create a wide rectangular or squared platform using a cube, using other cubes then create wall- like structures and arrange them as forming a maze throught the platform.

Then create a Sphere and a Capsule, position them in different ends of the platform.



STEP 2

Open the “Navigation” tab, by searching through the “ Window “ options on top of the screen. Once you have opened the Navigation tab, go to the fourth section, named “ Object “ here, you will be able to select and make objects part of our automated navigation system.

By clicking on the platform or any of the walls, you will be able to toggle on the “Navigation Static “, this will , make them an object that the AI will take in consideration, then in the curtain menu below, you’ll need to choose a role for the GameObject you selected. For the platform, we want to set this menu on “Walkable” , for the walls on “Not Walkable”

STEP 3

Click on the Capsule (blue in the example image above) and add a new component that is called a NavMeshAgent.

This, alongside the script that we will now write, will allow the capsule to navigate the maze dynamically.

Create a new script named Navigation and write under start:

```
agent.SetDestination(sphere.position)
```

Sphere is a GameObject declared beforehand and that will be referencing the Yellow sphere in the scene.

STEP 4

With all pieces in their place we will then go again in the Navigation tab and under the “Bake” section. By clicking on the “Bake” button in bottom right, we will be then able to see the entire navigation map on the scene, it should look like this:



When pressing play, the blue capsule will navigate the maze and reach the yellow sphere unharmed!