Start with Unity

CSC305 lab01

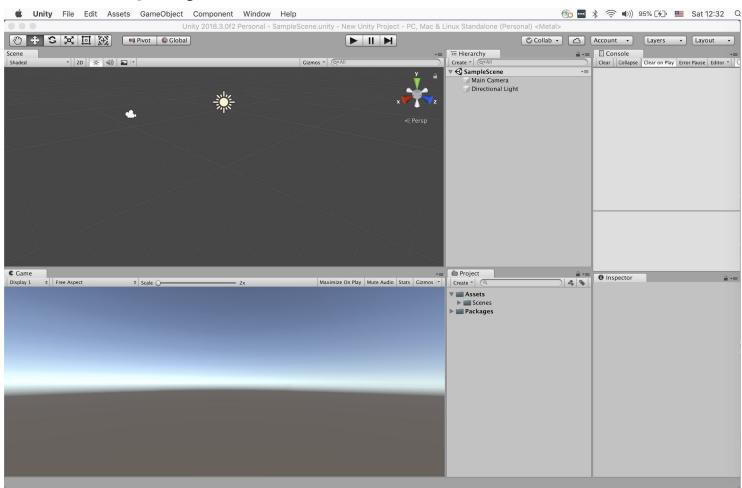
About

TA: Wei Jiang

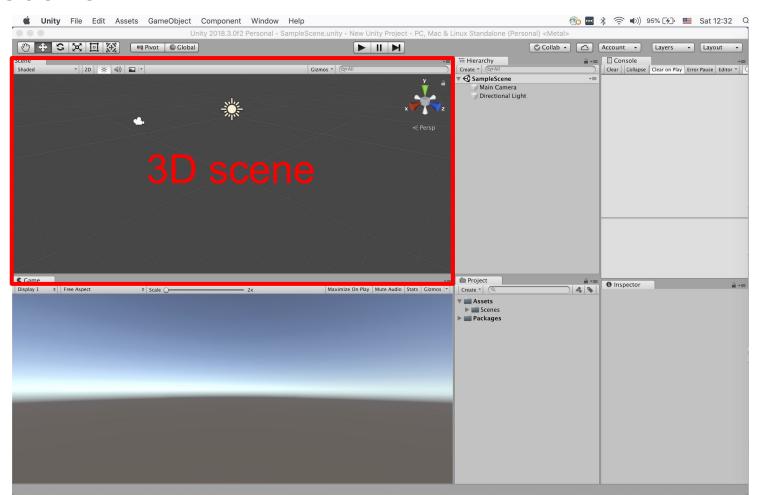
Contact: jiangwei@uvic.ca

Office: ECS 648

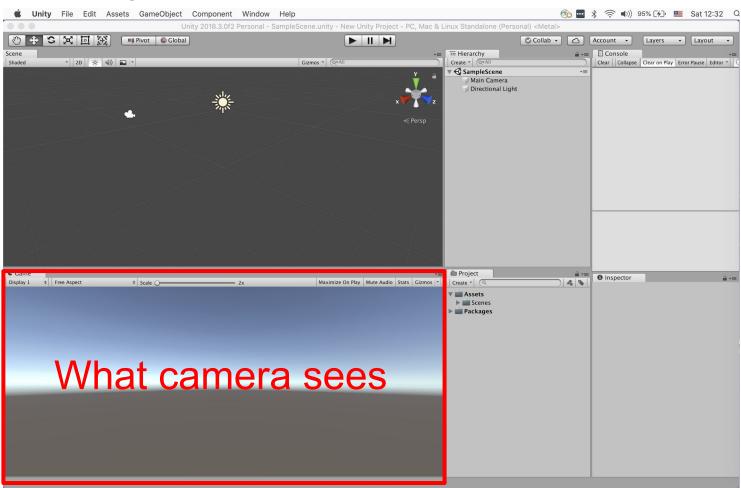
Create new project



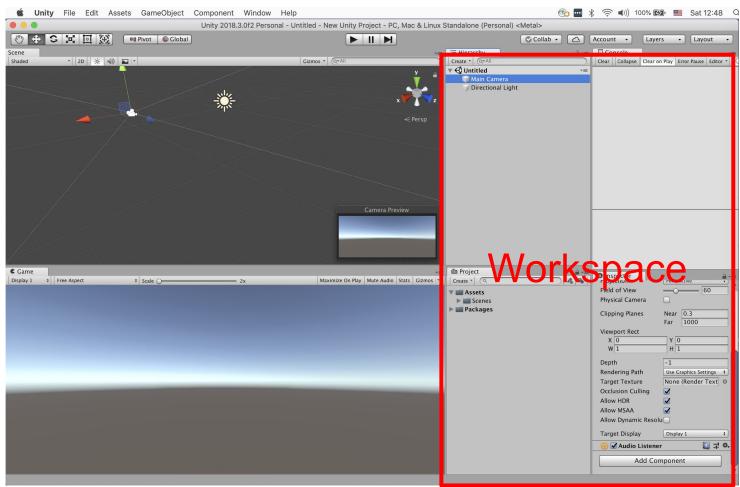
3D scene



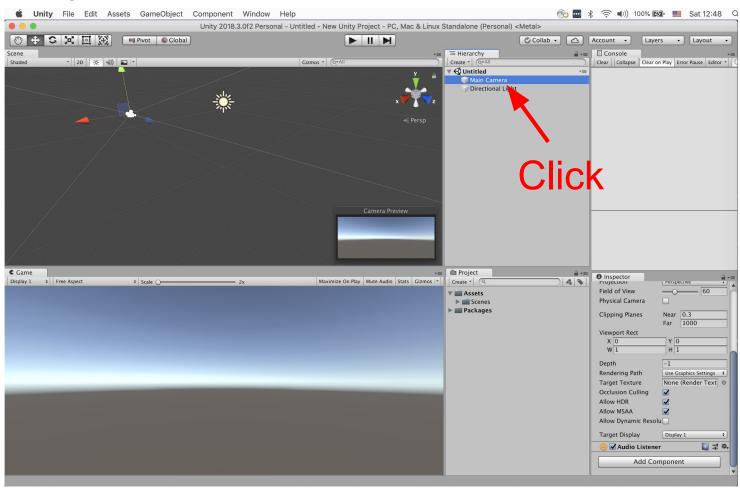
Camera output



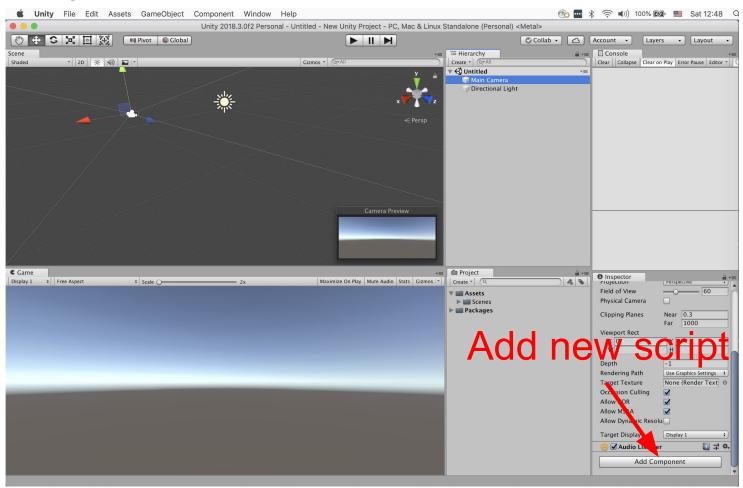
gameObject, console, etc...



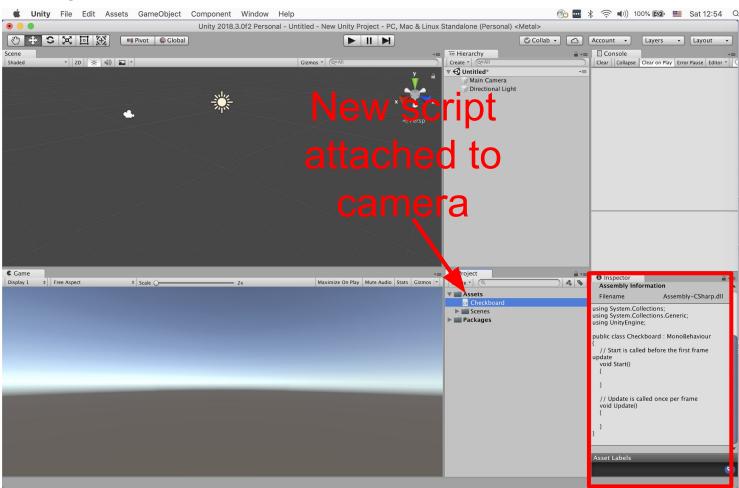
Add script to camera



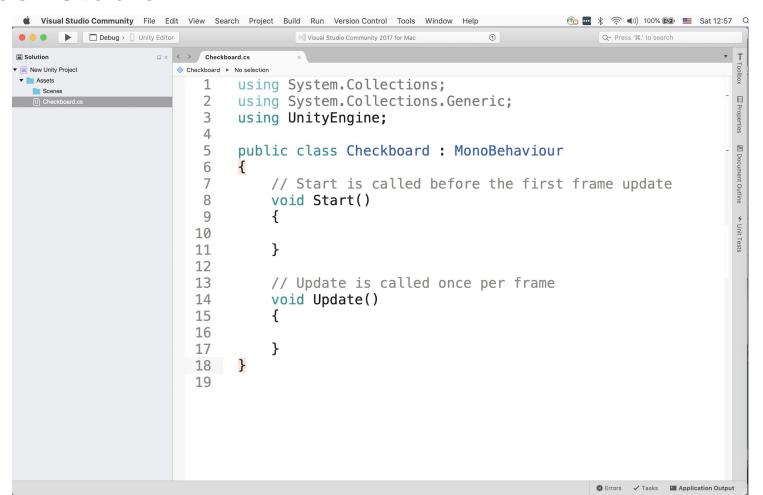
Add script to camera



Add script to camera



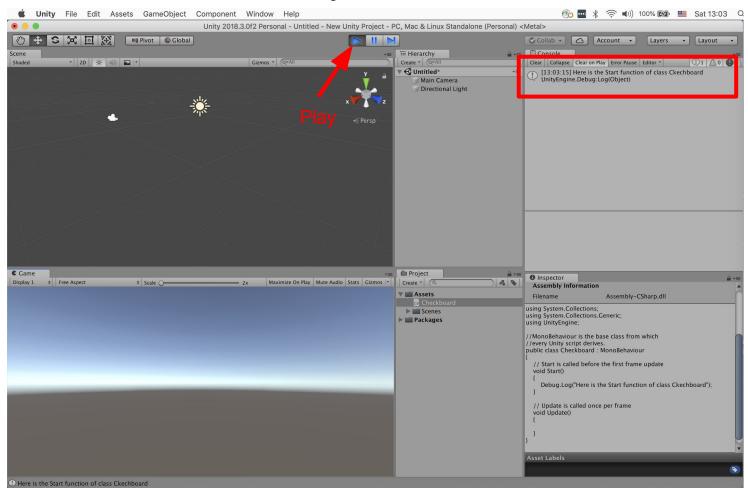
Visual Studio



How to run C# with Unity?

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(i)) 100% (ii) Sat 13:01 Q
           Visual Studio Community File Edit View Search Project Build Run Version Control Tools Window Help
                  ☐ Debug → ☐ Unity Editor
                                                  Visual Studio Community 2017 for Mac
                                                                                               Q~ Press '#.' to search
                     Checkboard.cs
       ▼ 🔳 New 📝 (ity Projec 📀 Checkboard 🕨 🔟 Start()
                          using System.Collections;
                          using System.Collections.Generic;
                          using UnityEngine;
Compile and run
                          //MonoBehaviour is the base class from which
                          //every Unity script derives.
                          public class Checkboard : MonoBehaviour
                     8
                               // Start is called before the first frame update
                    10
                               void Start()
                    11
                    120
                                    Debug.Log("Here is the Start function of class Ckechboard");
                    13
                    14
                    15
                               // Update is called once per frame
                    16
                               void Update()
                    17
                    18
                    20
                    21
```

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Go to code