

Start with Unity

CSC305 lab01

About

TA: Wei Jiang

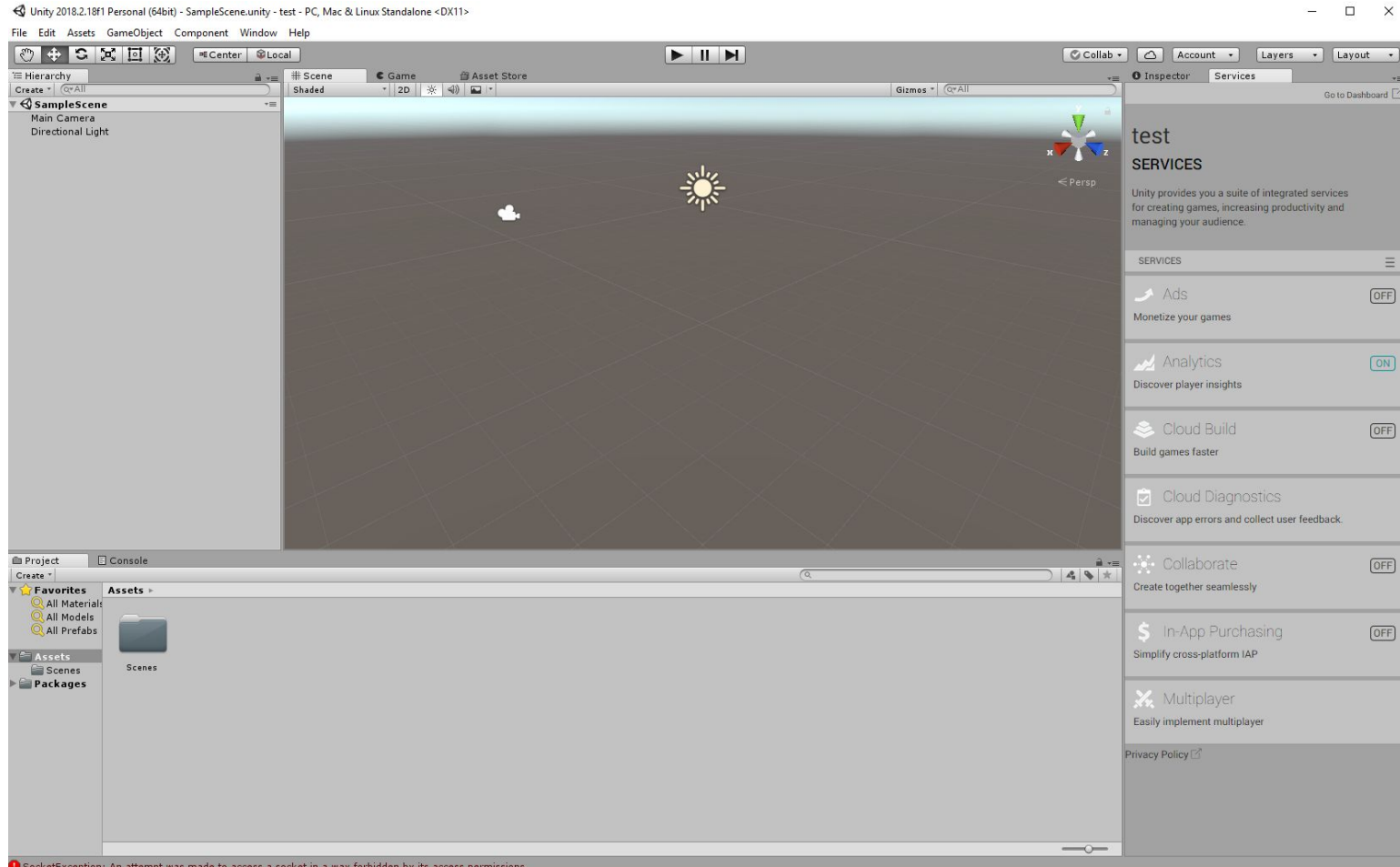
Contact: jiangwei@uvic.ca

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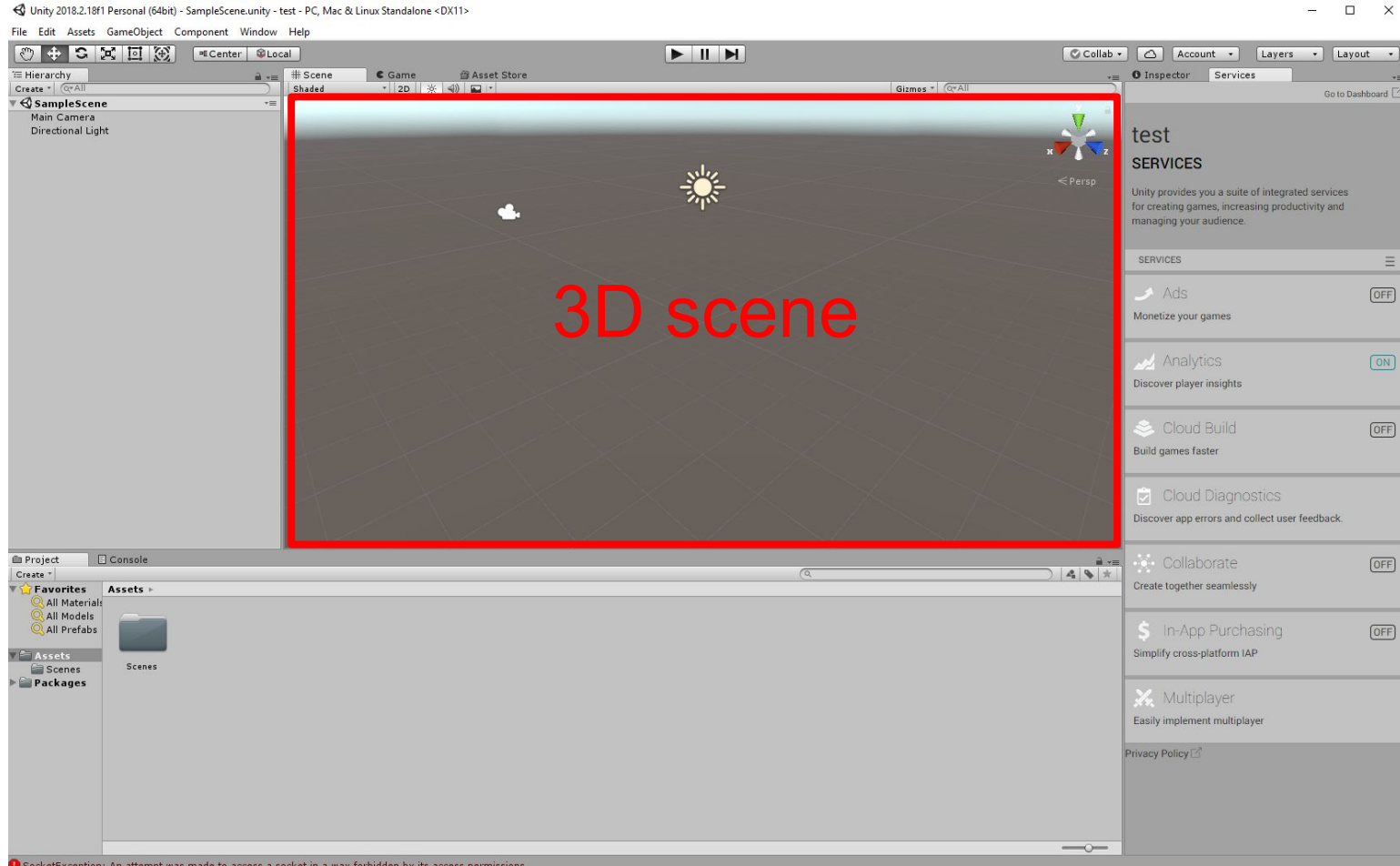
Github:

<https://github.com/jiangwei221/csc305-labs>

Create new project



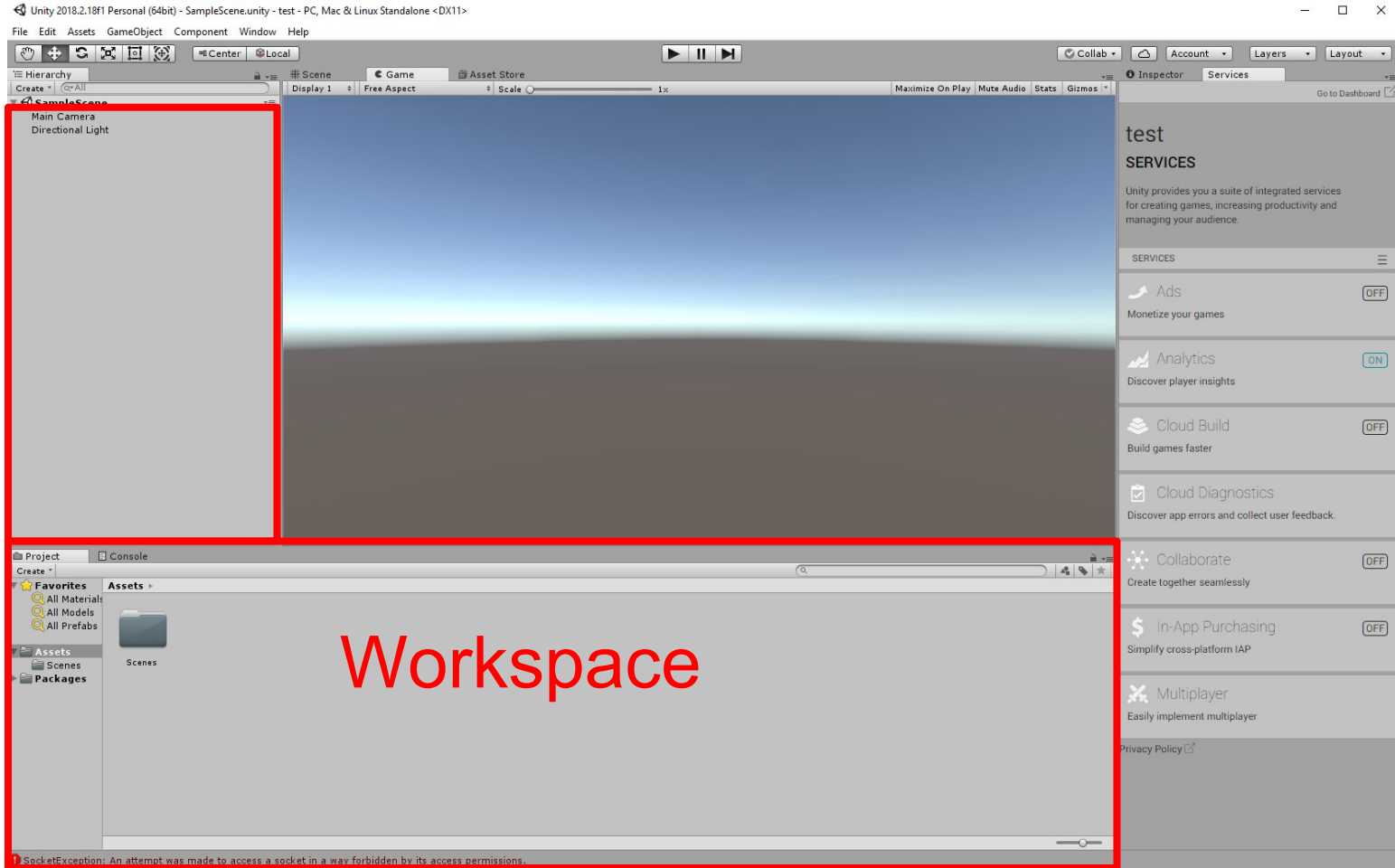
3D scene



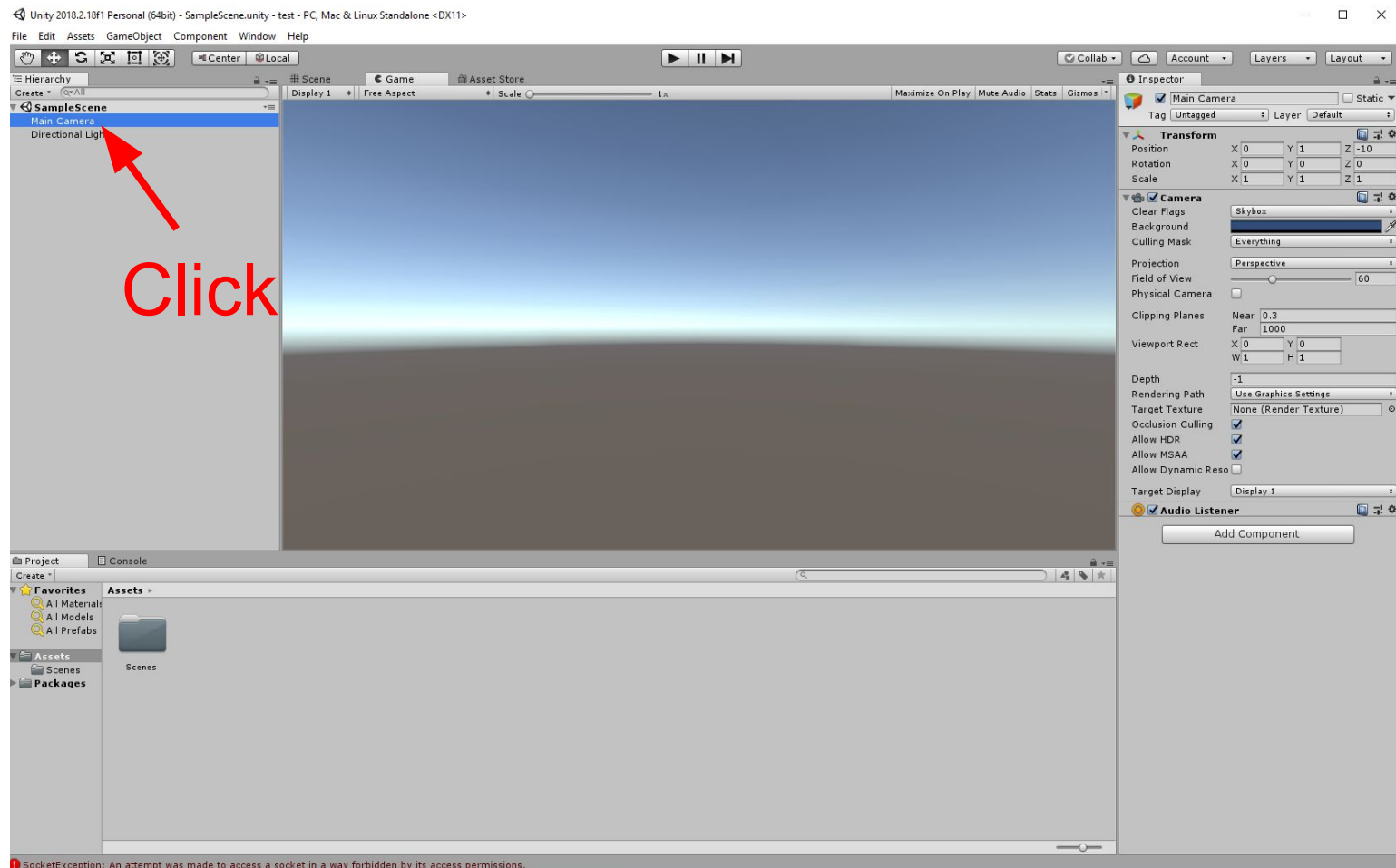
Camera output



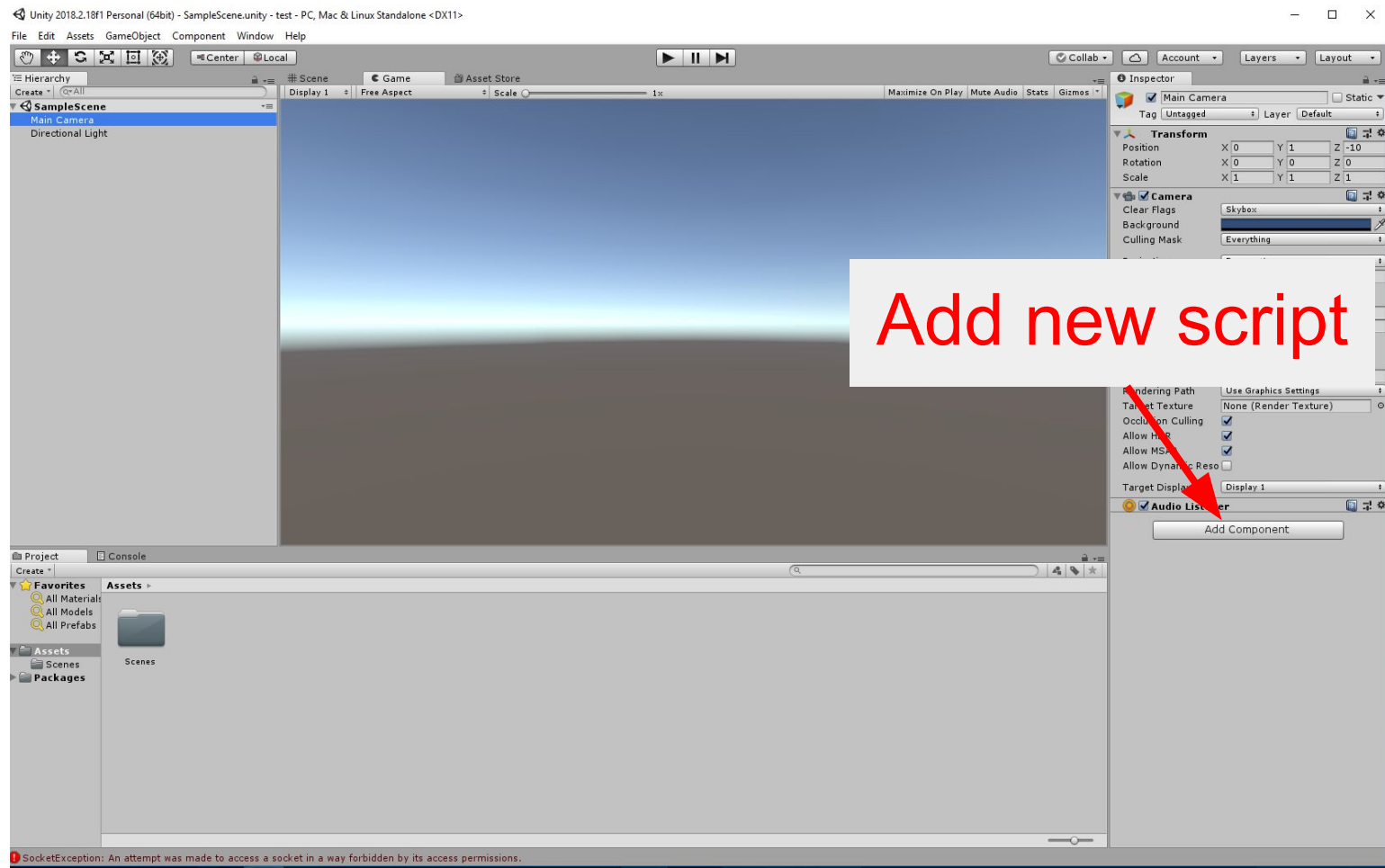
gameObject, console, etc...



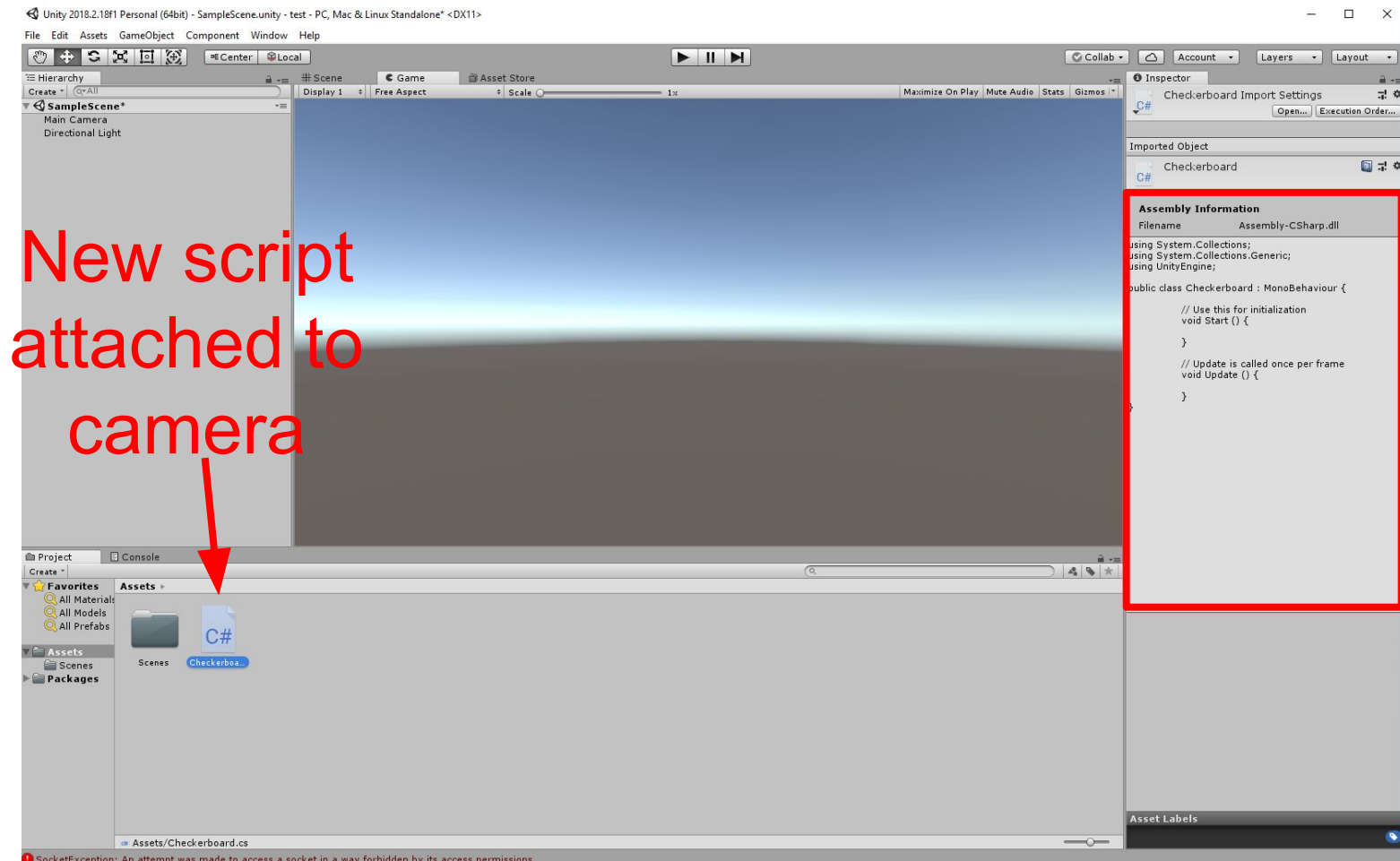
Add script to camera



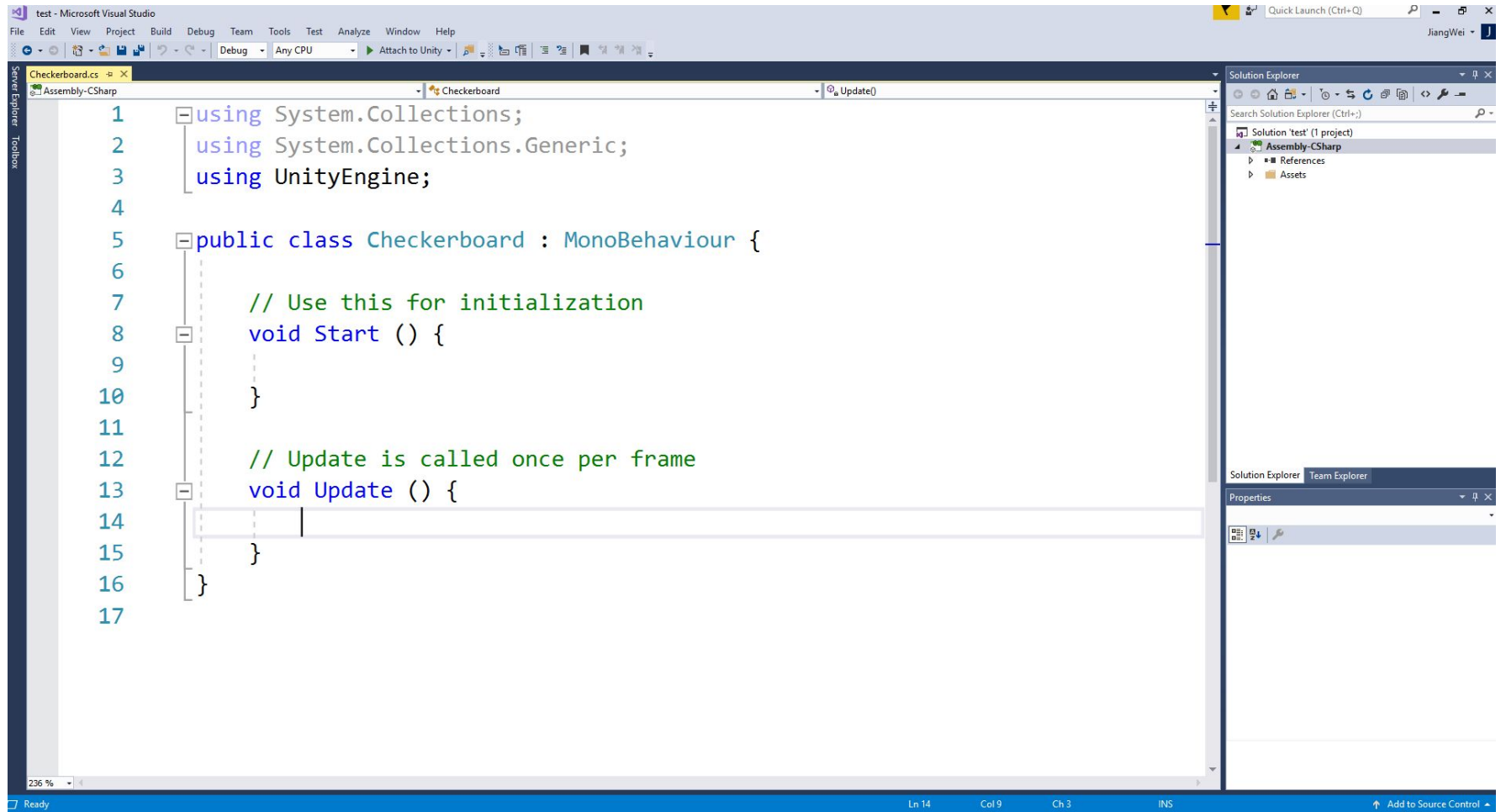
Add script to camera



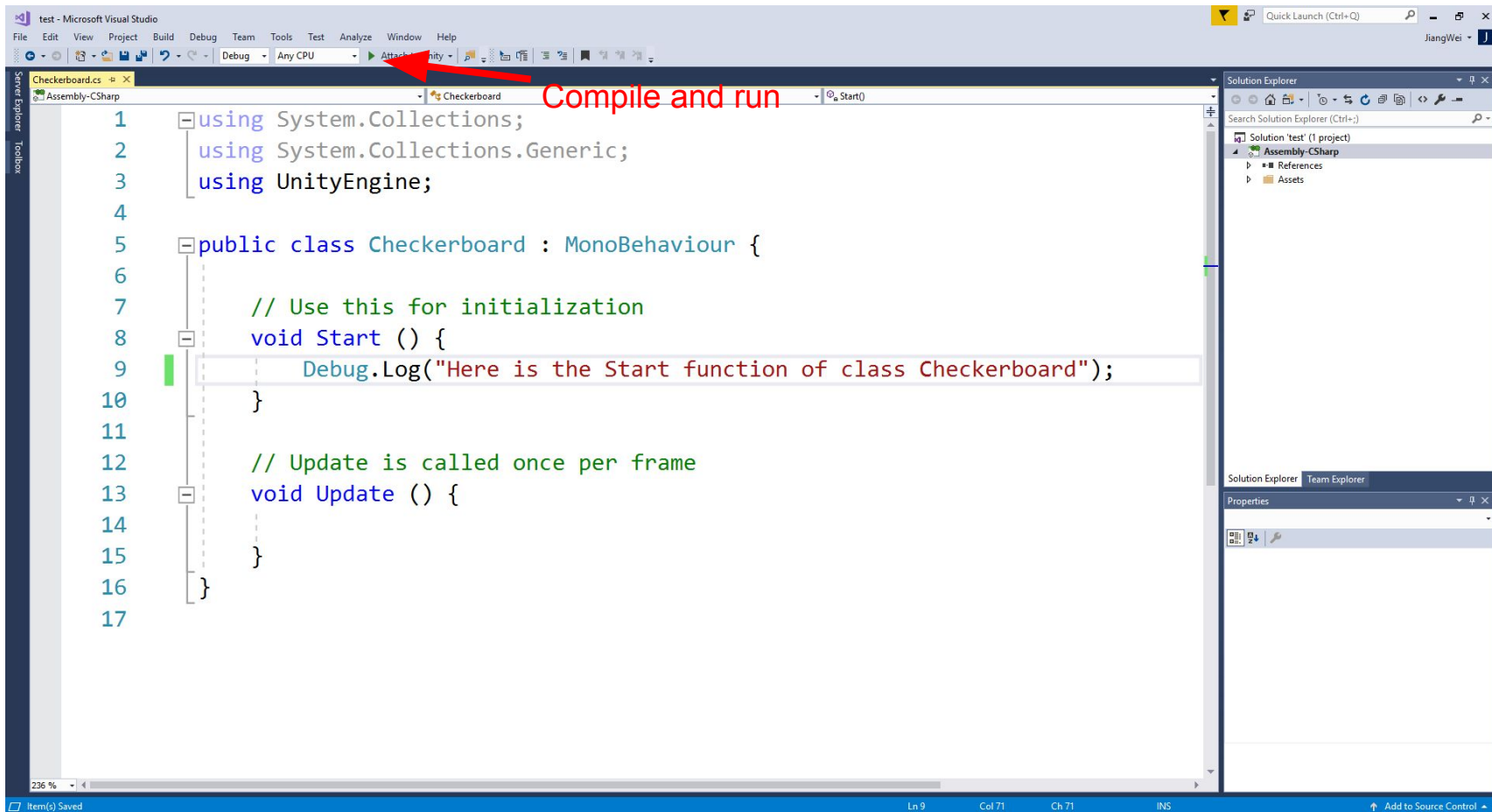
Add script to camera



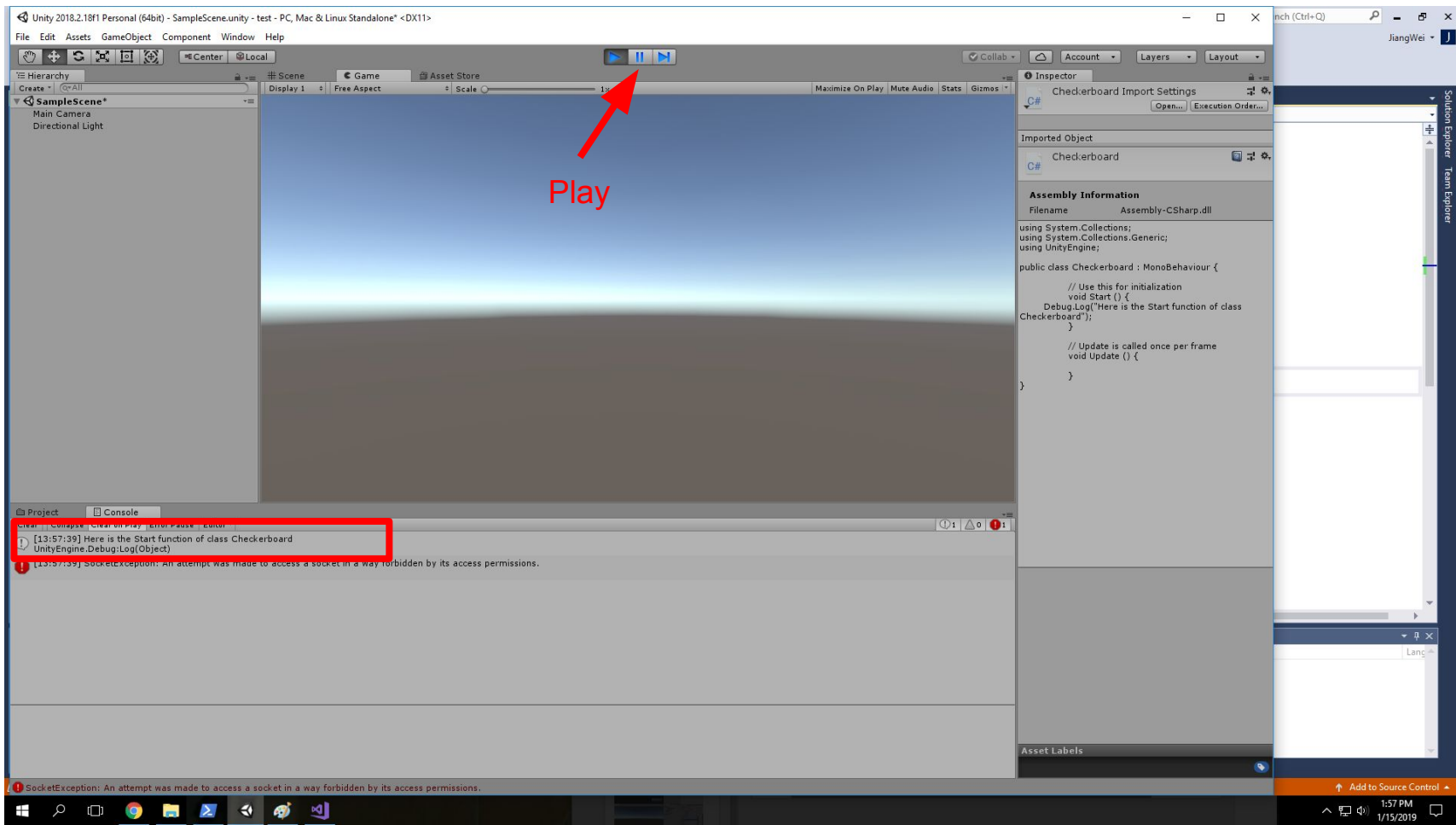
Visual Studio



How to run C# with Unity?



How to run C# with Unity?



Go to code