

Start with Unity

CSC305 lab01

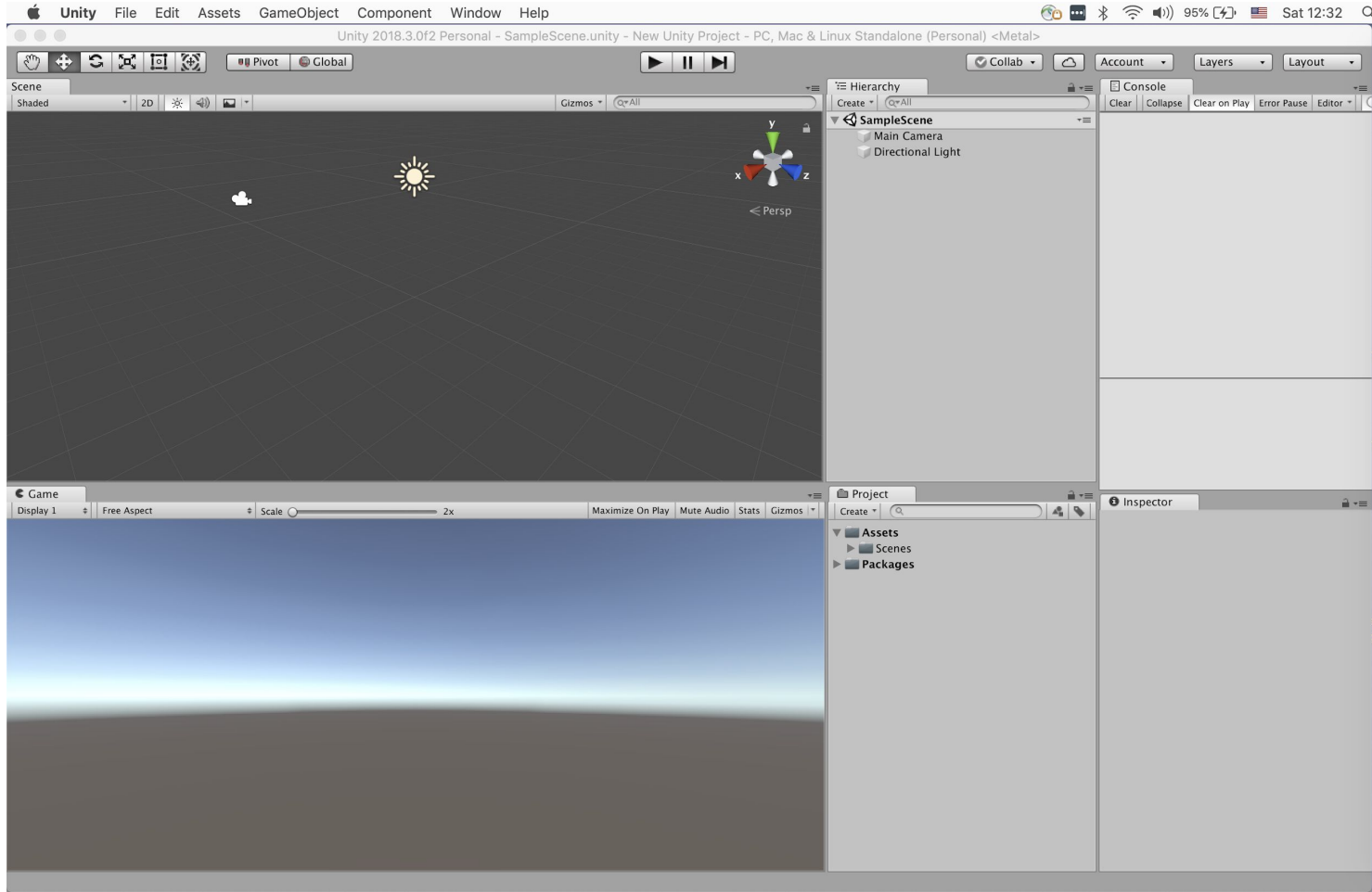
About

TA: Wei Jiang

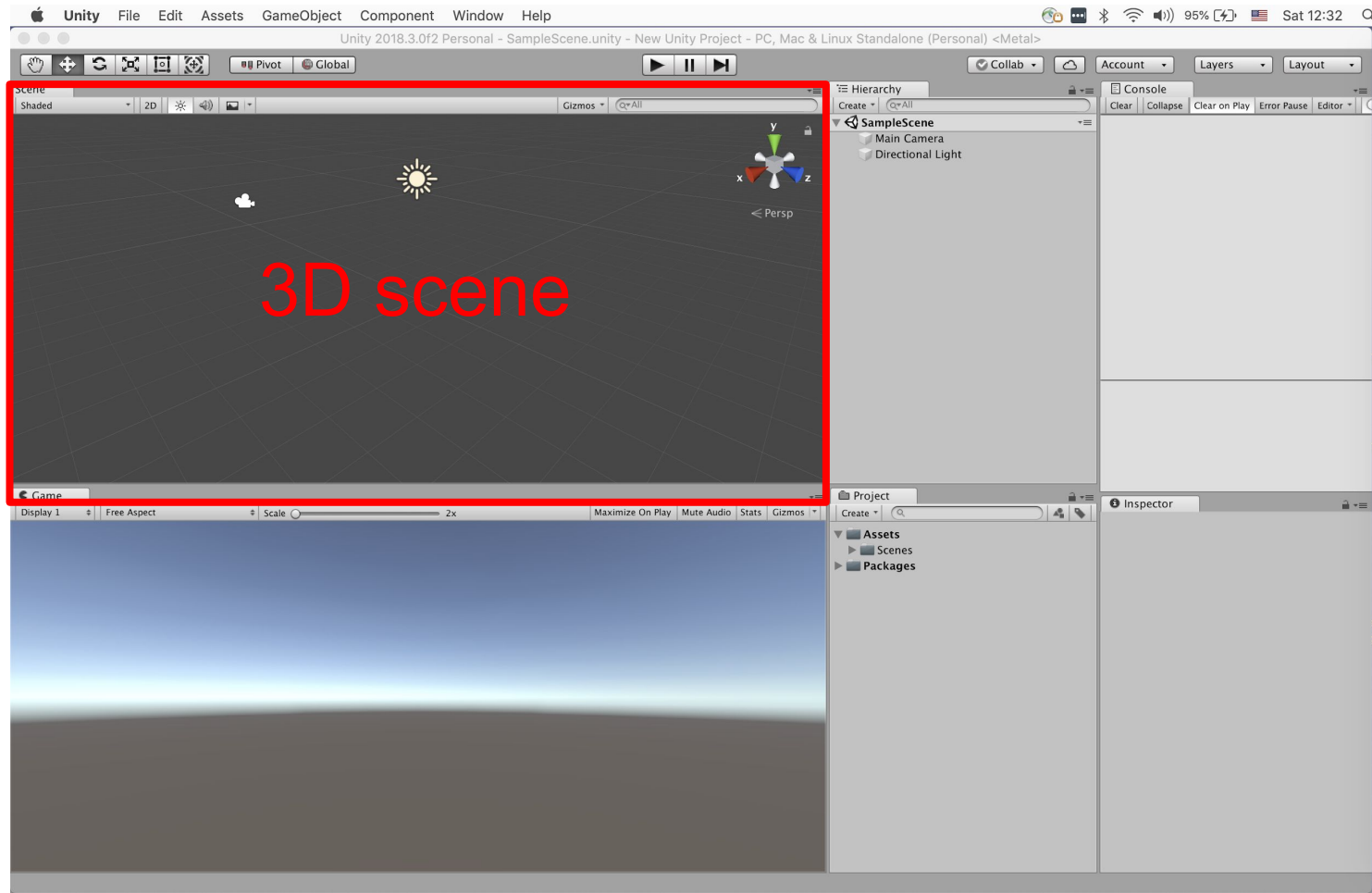
Contact: jiangwei@uvic.ca

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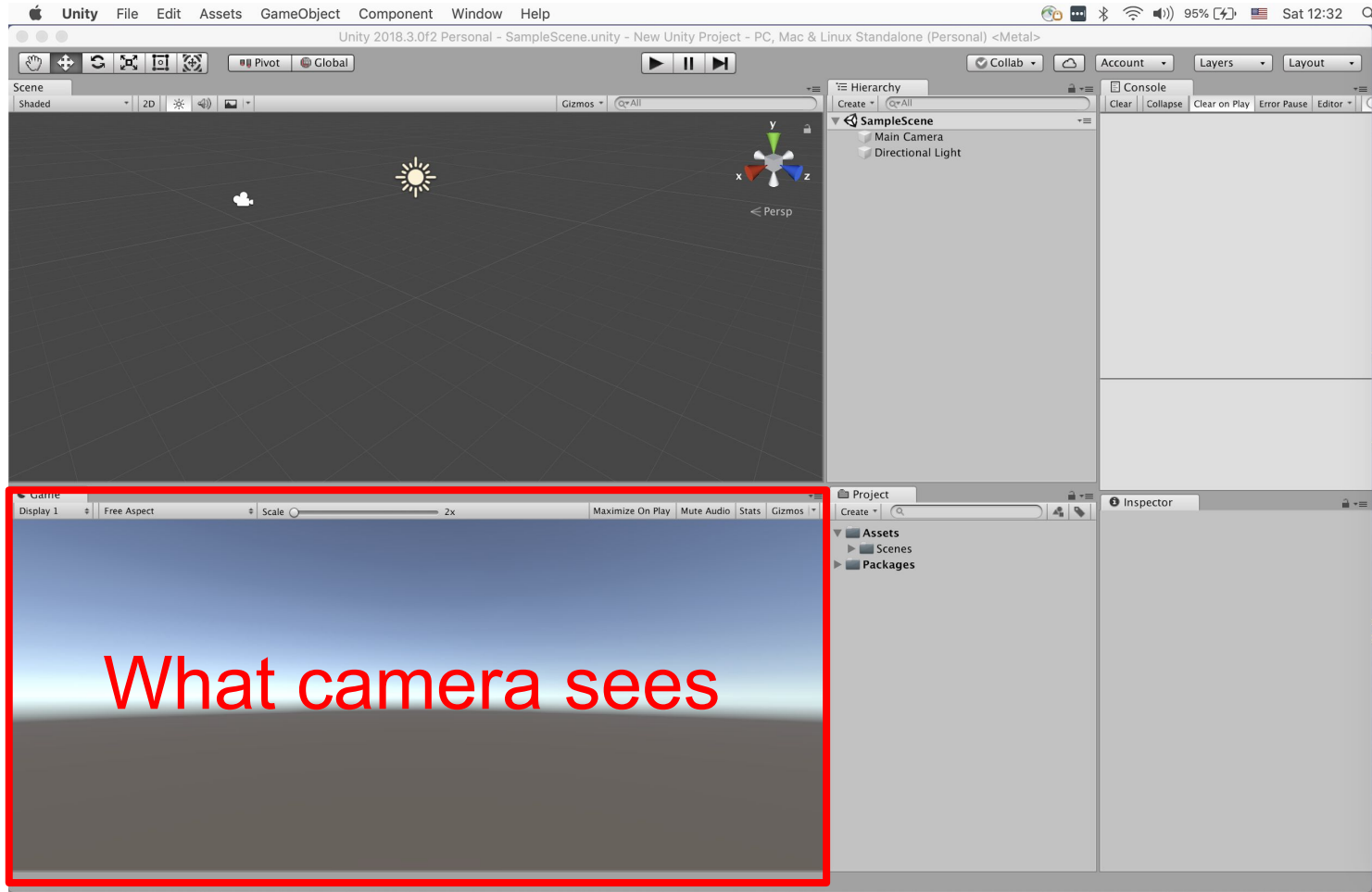
Create new project



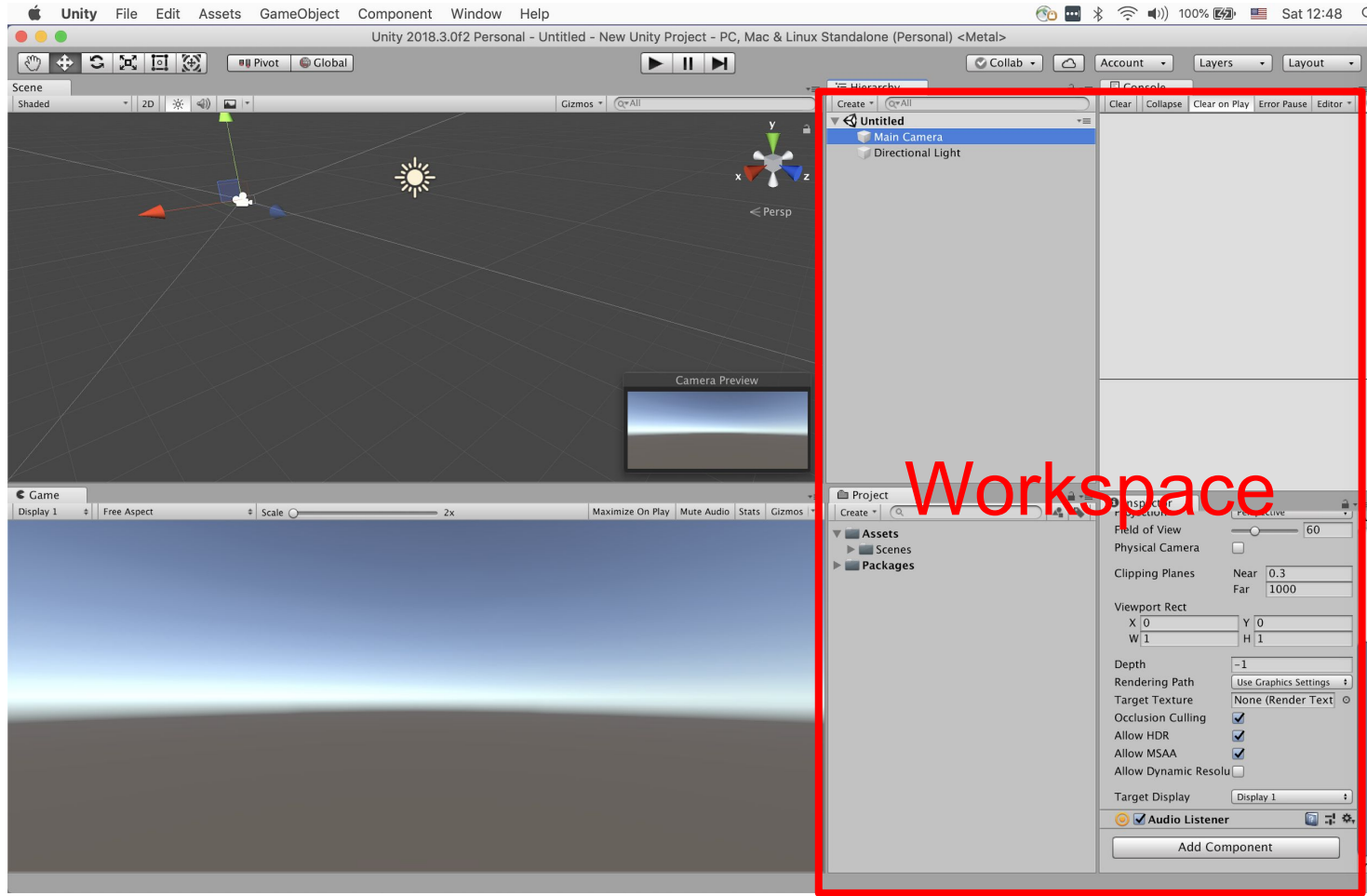
3D scene



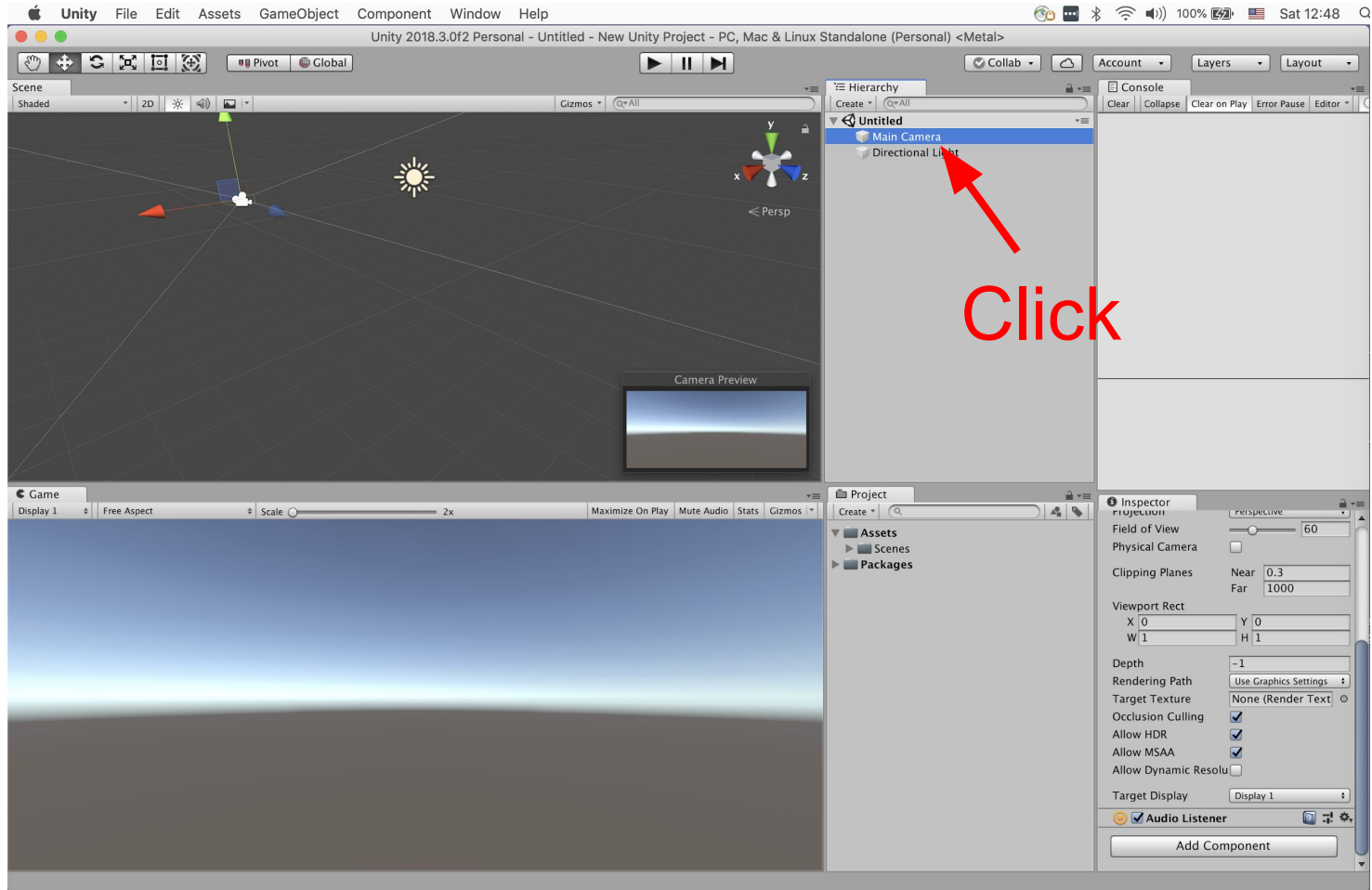
Camera output



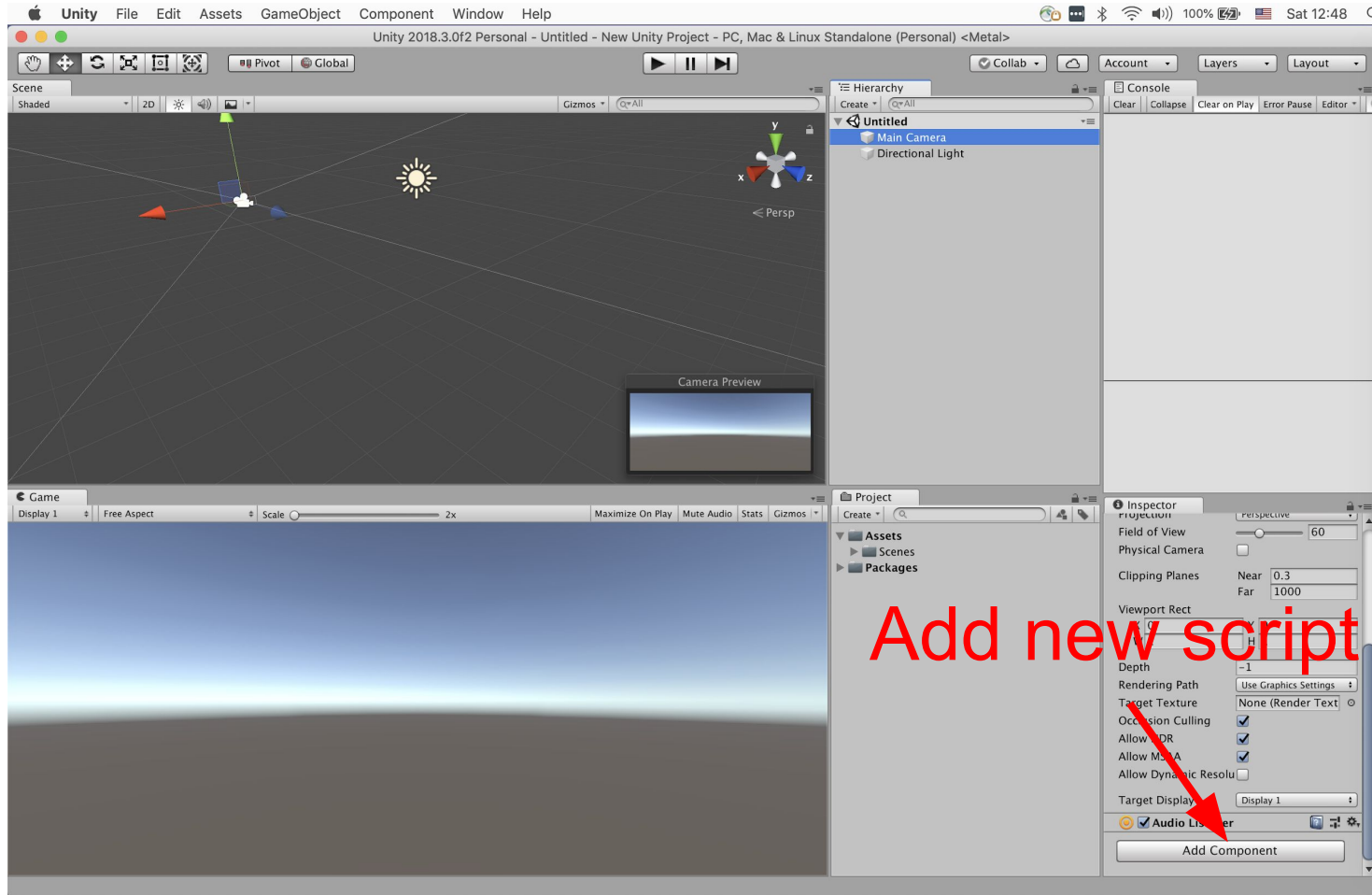
gameObject, console, etc...



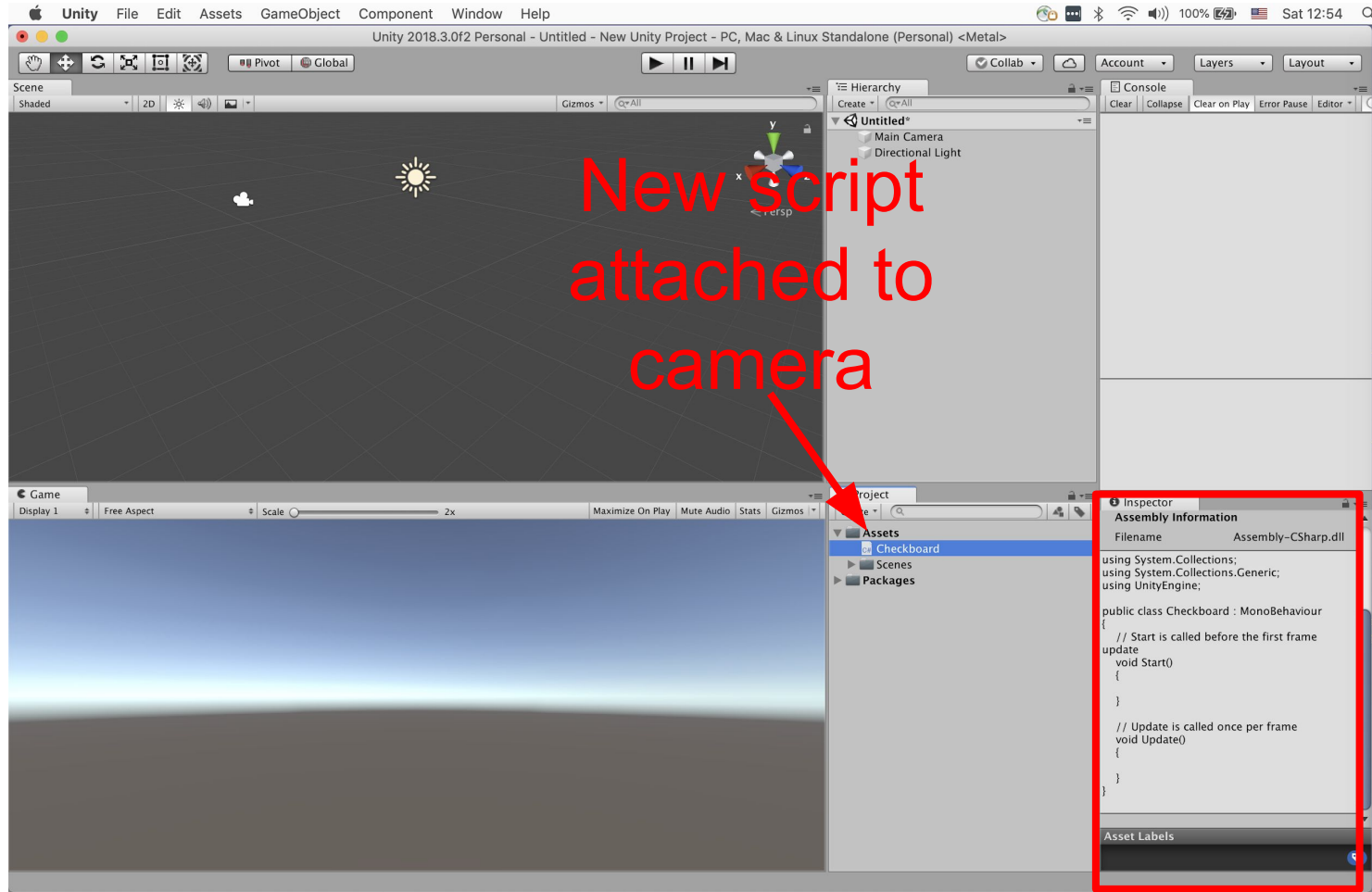
Add script to camera



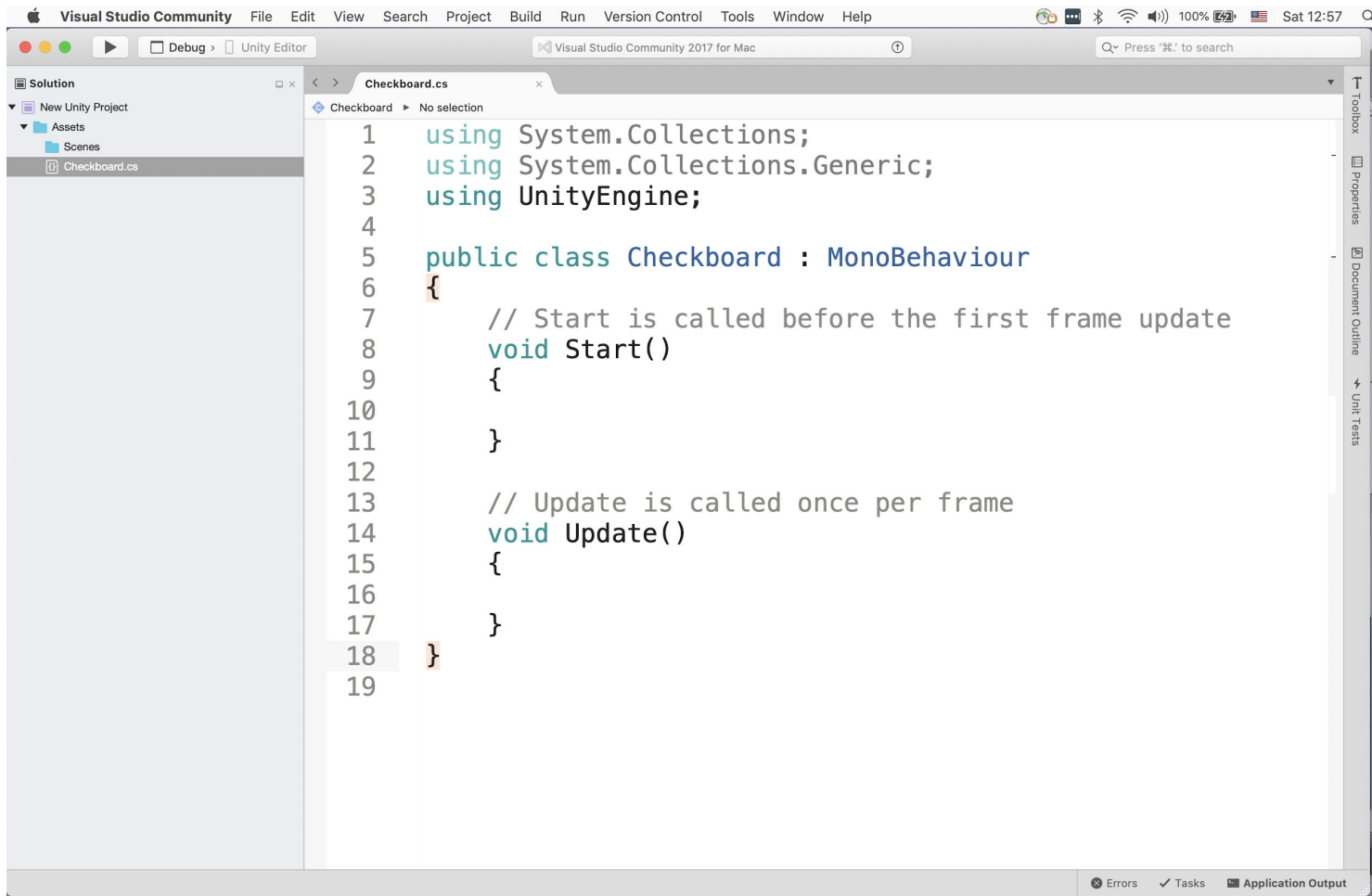
Add script to camera



Add script to camera

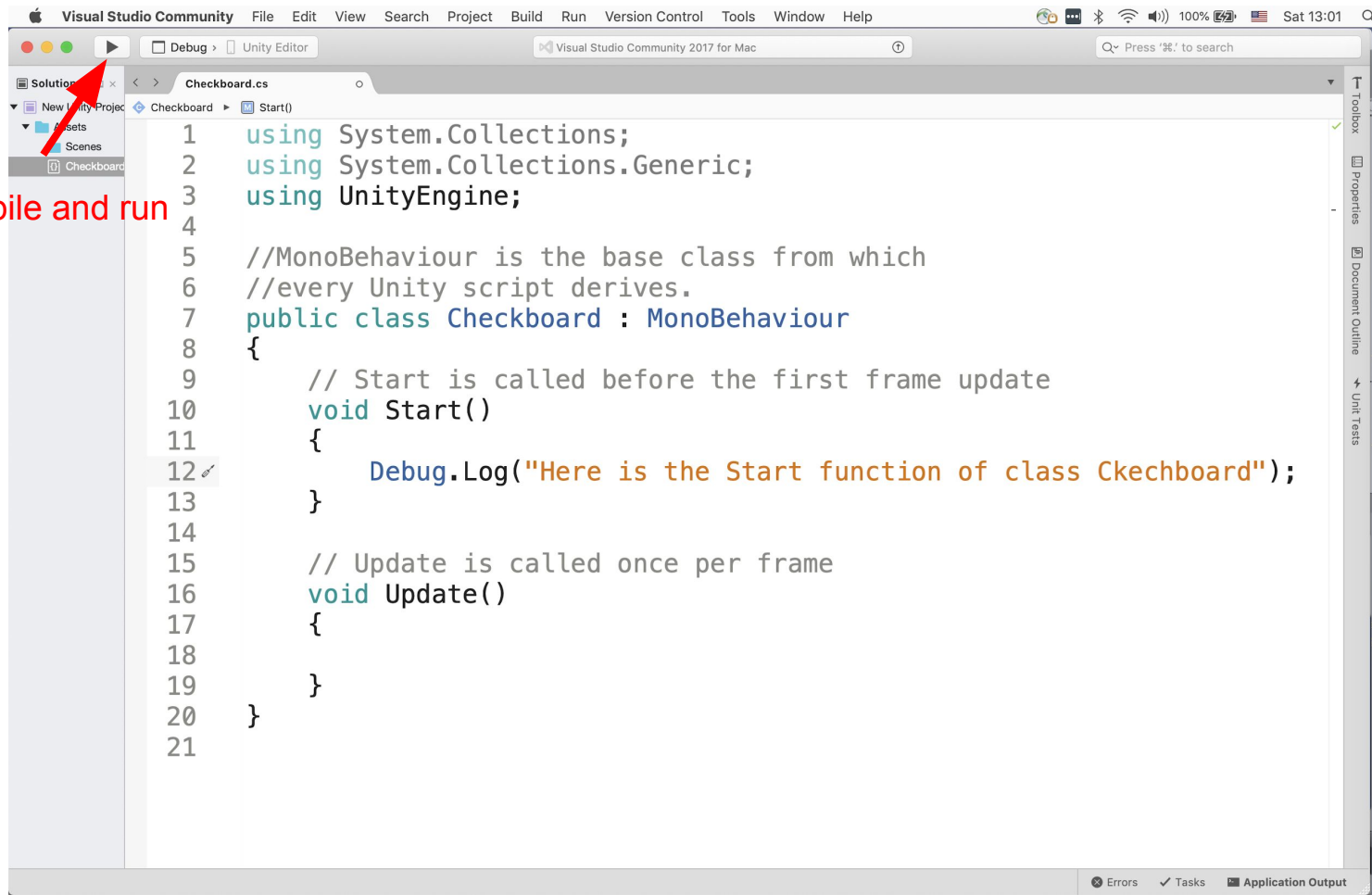


Visual Studio

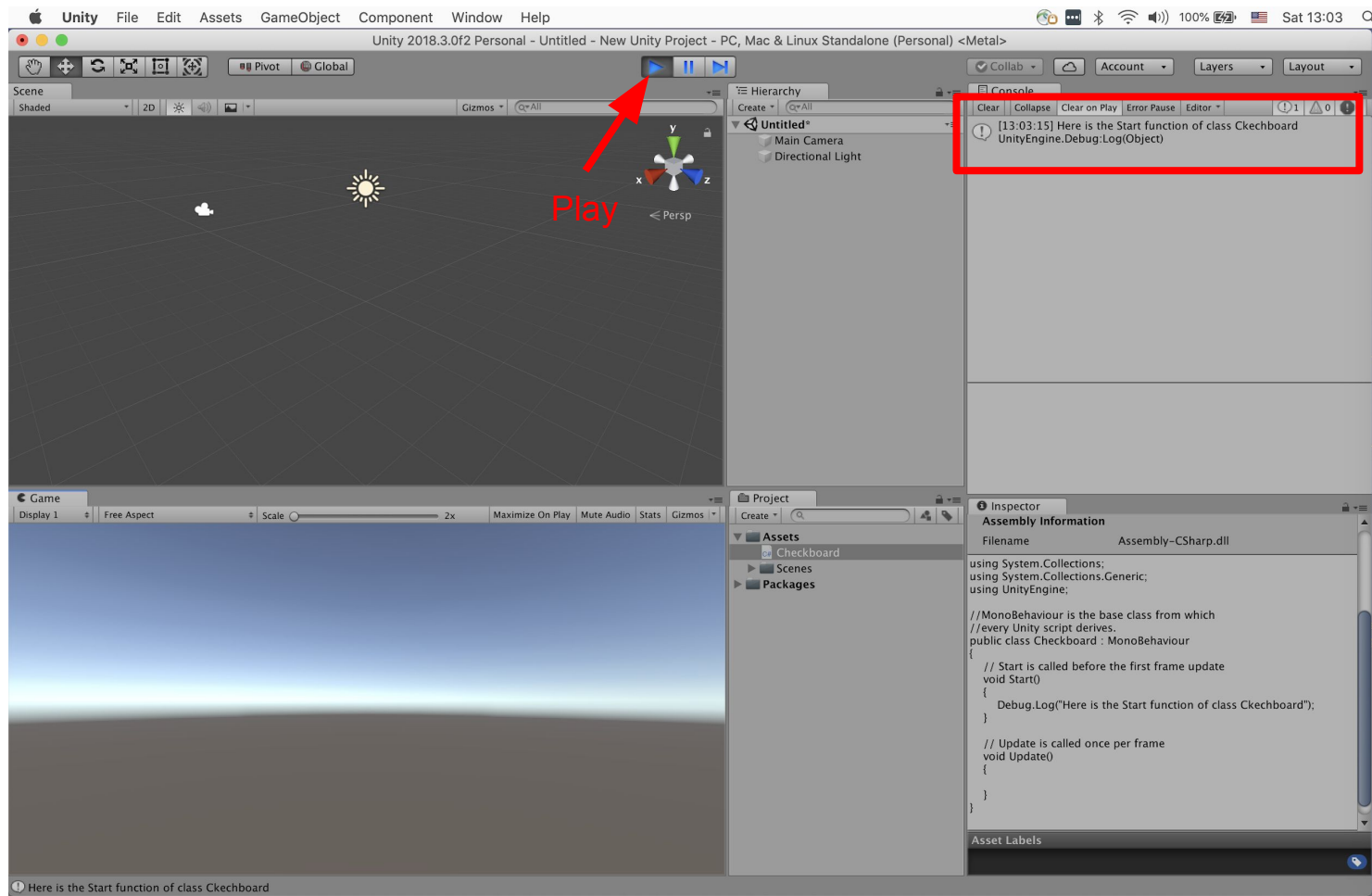


How to run C# with Unity?

Compile and run



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Go to code