

# Introduction to Unity

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Written by Connor Walsh

# Why use Unity?

Unity has many different kinds of applications

- Game Development (This one is obvious)
- Augmented Reality
- Architectural Visualization
- Animation
- Simulations
- Many more!

# Lets go over the basics

There are three key things you should know before we hop into the engine

- Hierarchy
- Inspector
- Scripting

# Hierarchy

The hierarchy is the interface where you can see all of the items currently inside a scene.

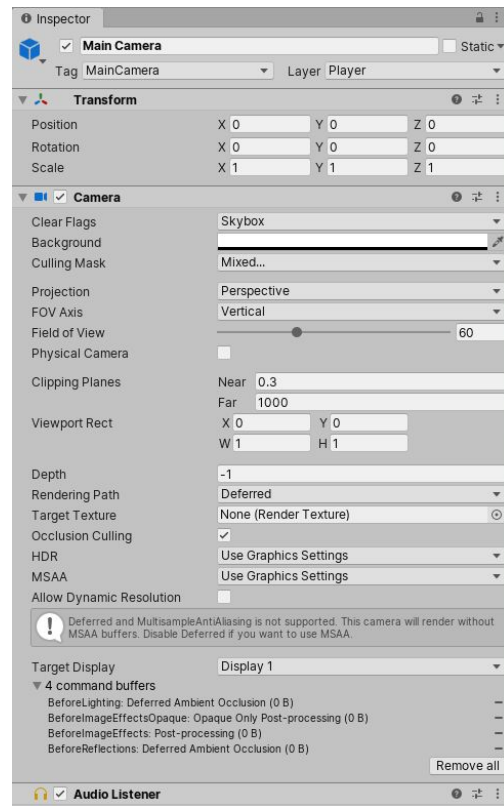


# Inspector

The inspector window is (In essence) an object's settings inside the current scene.

So if you put a camera into the scene, you would be able to adjust its FOV from the inspector.

In the case of scripts, whatever values you set in the inspector override the values inside the script.



# Scripting

- Unity was written in C++, but when you use Unity, you write in C#
- If you never used C#, that's okay it's not difficult
  - I like to think of C# as Java, but easier
- You can use any IDE or text editor you want
  - The default is Visual Studio
  - I prefer Visual Studio Code

# I think we're ready

Let's get into Unity