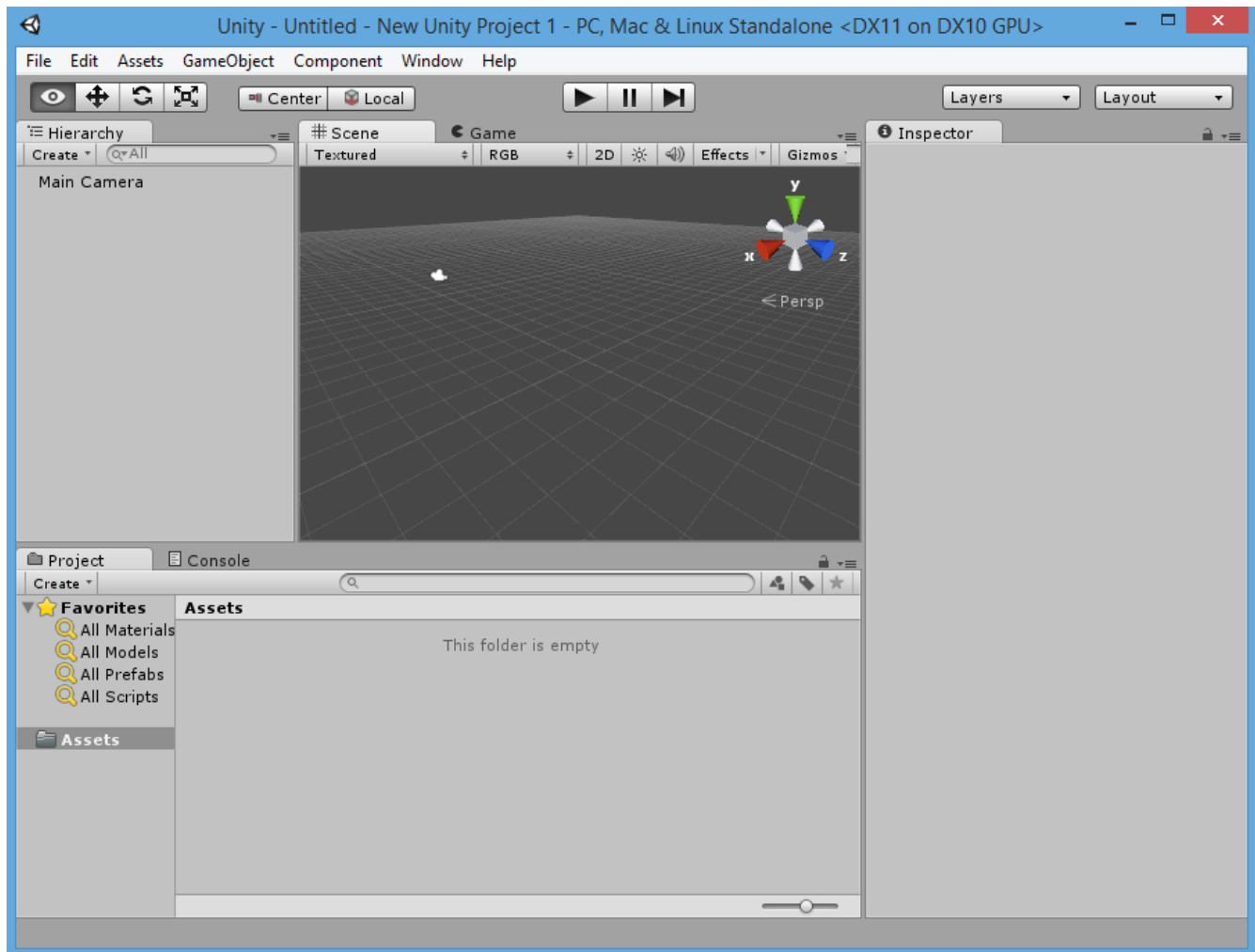


Outline

- Introductions
- Starting up Unity and creating a new project
- The Unity interface
- Create and save your scene
- Components
- Publishing
- A demo project (if there's time)
- Q&A



Resources

The official Unity site

<http://unity3d.com/>

The Unity documentation

<http://unity3d.com/learn/documentation>

Zombie Conga. A really great tutorial (I can't stress that enough) on making a simple 2D game in Unity.

<http://www.raywenderlich.com/61532/unity-2d-tutorial-getting-started>

Blender. A professional quality 3D modeling program that integrates seamlessly with Unity... oh yeah, and it's free and open source.

<http://www.blender.org/>

Archive3D. A source for free 3D models.

<http://archive3d.net/>