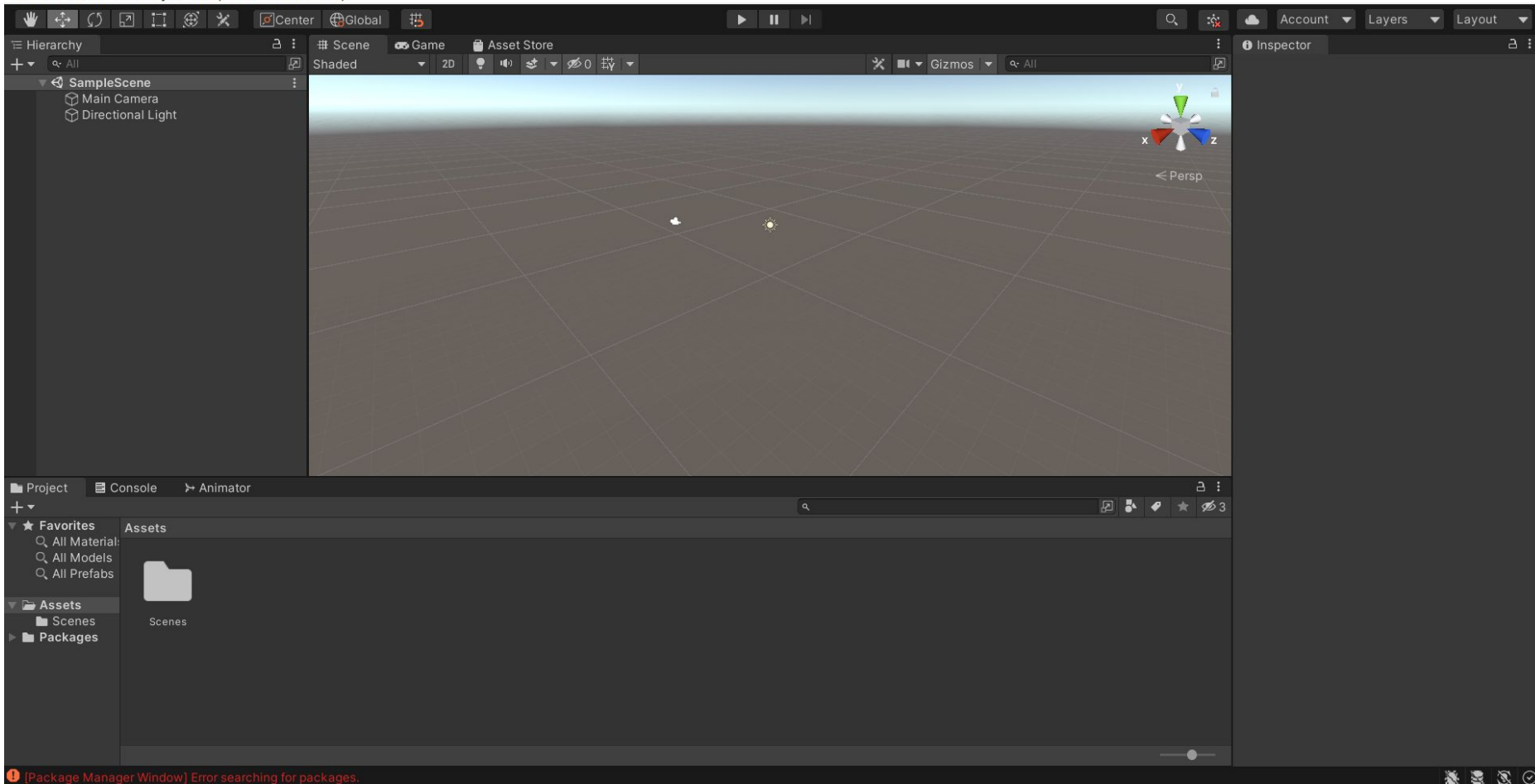


Basics of Unity

TAMK 1.11.2022



Unity is overwhelming, complex, but learnable

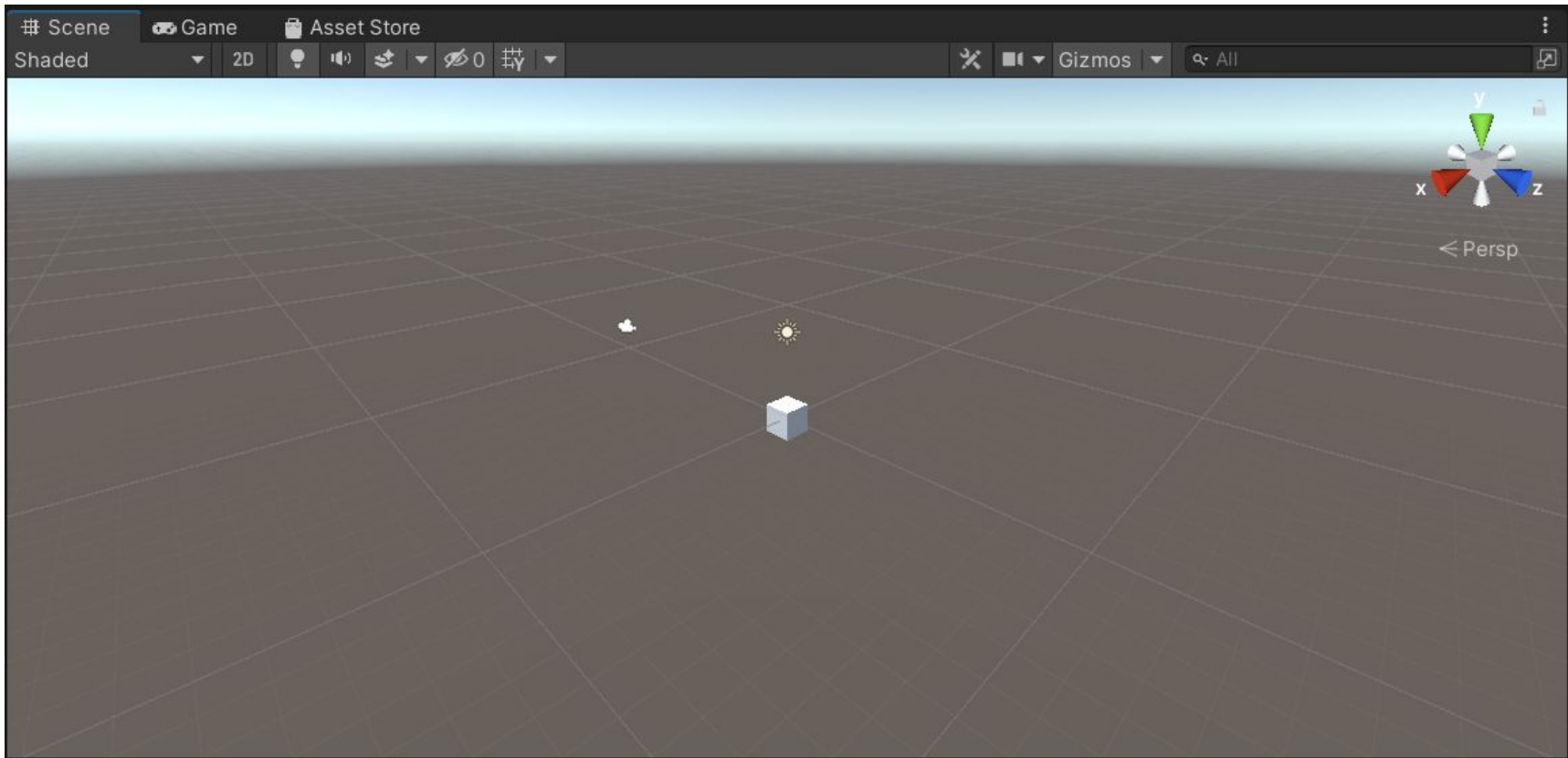
There's no way someone can explain or teach it all, it's just trying things you want to do with a lot of trial and error.

The best thing to do is to get to try things while there is someone that can help you when you get stuck.

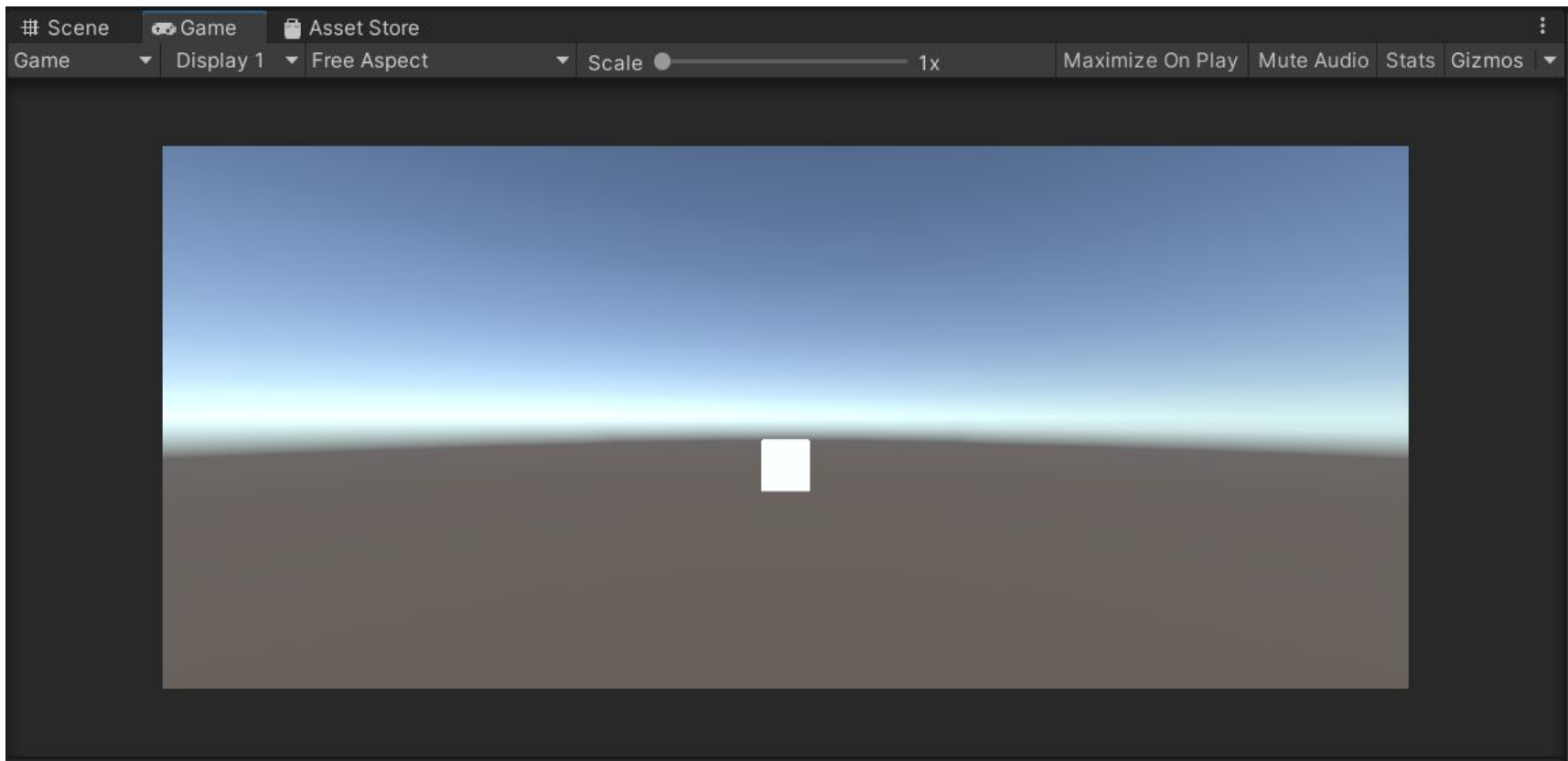
Even people that have worked with Unity for 5+ years will repeatedly run into walls while making games.

Don't be afraid to fail. Things rarely go right on the first go.

Any extra time you have you can use to mess around, that's the best way to learn.



Scene view. This is where you can play God.



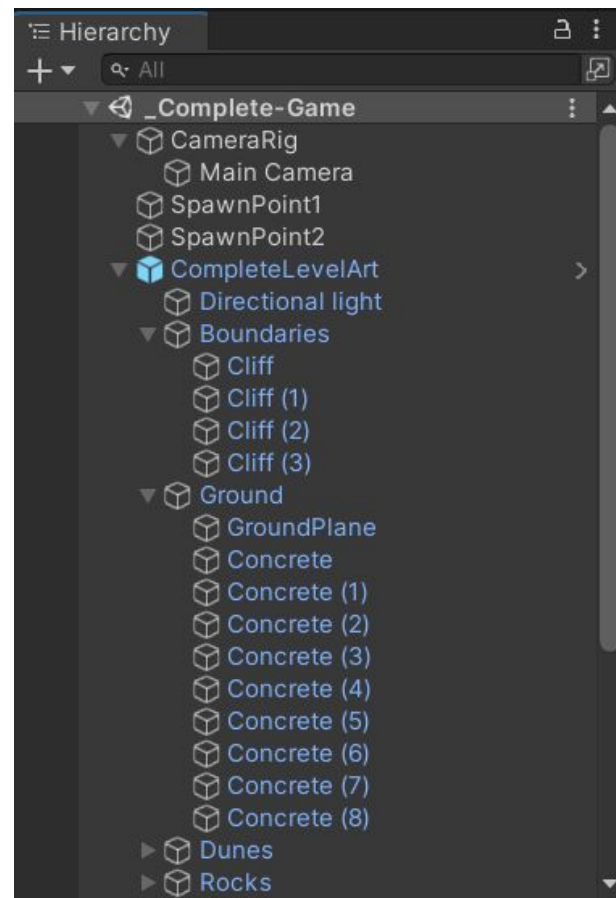
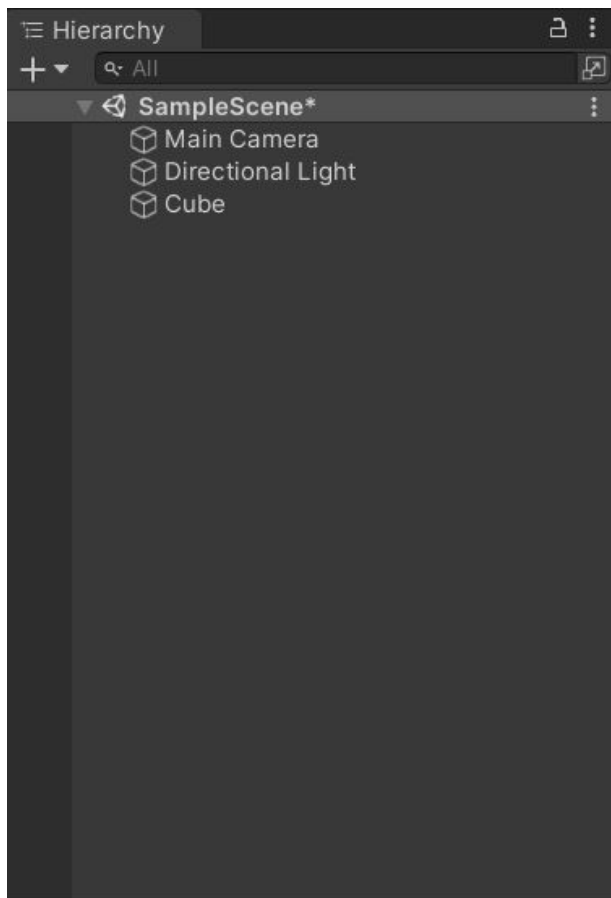
Game view. This is where you become mortal.

Hierarchy

Shows you everything that exists in the current scene

Will get very messy

Will be more understandable if you make an effort to give things reasonable names

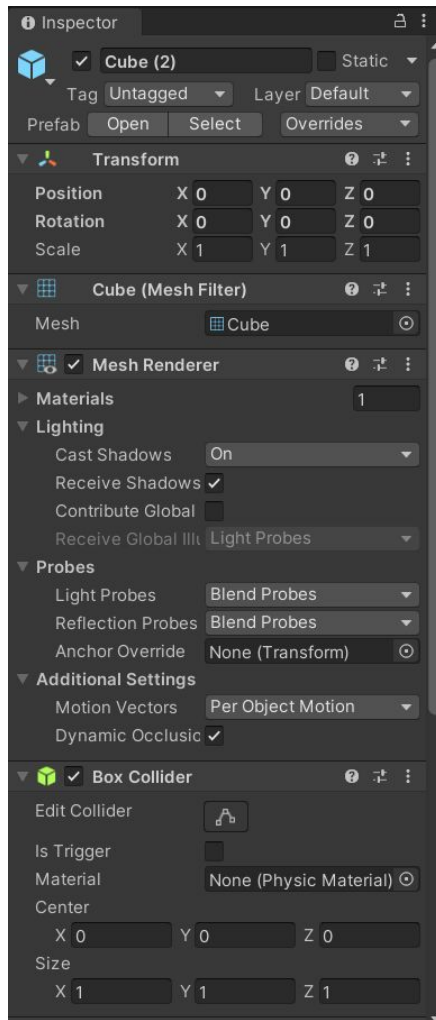


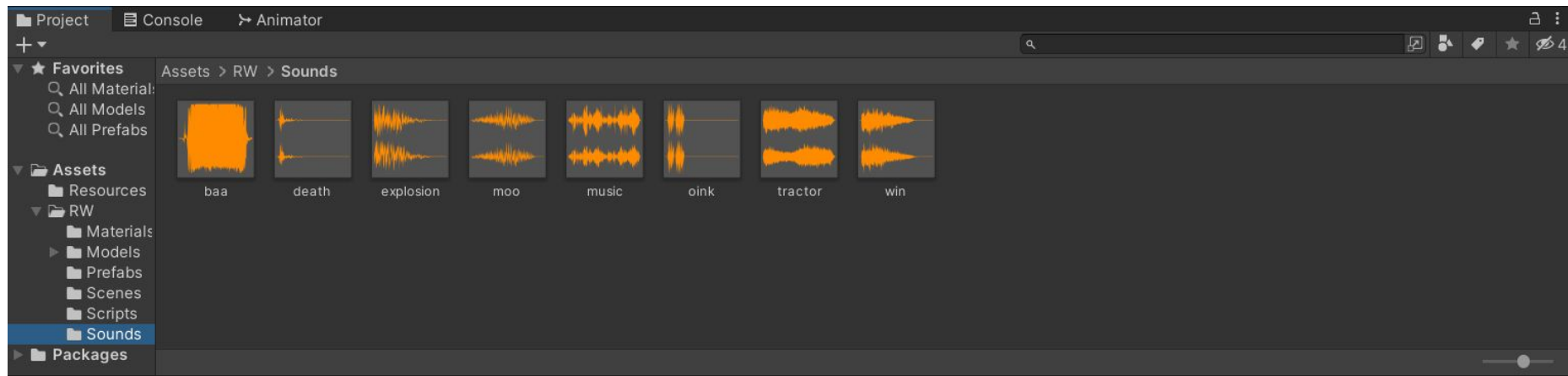
Inspector

Everything about the game object you have chosen

Every object has a Transform, it tells the position, rotation and size of an object.

A lot of work happens right here.





Project tab holds all the files related to the project