**GAMEDEVREJECTS:**

**CREATE A NEW PROJECT & SCENE**

**Orlando Unity3d Development Meetup**

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# **01.3.0 Create a New: PROJECT & SCENE**

Create a new **1)Project**, and **2)Scene**

# **01.3.1 Create a New PROJECT**

Navigate to Unity Hub X.X.X and a create a project, as follows:

(NavigateTo).UNITY HUB -- (IN).Unity Hub – Projects – New – 3D – Settings -- / Project Name – Rename. <**TEST001** > /

(NavigateTo).UNITY HUB -- (IN).Unity Hub – Projects – New – 3D – Settings -- / Location**.< (Select).Filepath>** /

(NavigateTo).UNITY HUB -- (IN).Unity Hub – Projects – New – 3D – Settings -- / (Select.Click).Create /

# **01.3.2 Create 5 x Asset Folders: 1 x \_TEXTURES, 1 x \_MATERIALS, 1 x \_SCRIPTS, 1 x\_SCENES, 1 x \_PREFABS**

Once you’ve created the project and launched it. Create the following Asset folders in the Project Window as follows:

* **\_TEXTURES, \_MATERIALS, \_SCRIPTS, \_SCENES, \_PREFABS**

(IN).PROJECT -- (Select).ASSETS -- (Select.Right Click).Create – Folder -- / (F2/Rename).< **\_TEXTURES** > /

(IN).PROJECT -- (Select).ASSETS -- (Select.Right Click).Create – Folder -- / (F2/Rename).< **\_MATERIALS** > /

(IN).PROJECT -- (Select).ASSETS -- (Select.Right Click).Create – Folder -- / (F2/Rename).< **\_SCRIPTS** >/

(IN).PROJECT -- (Select).ASSETS -- (Select.Right Click).Create – Folder -- / (F2/Rename).< **\_SCENES** >/

(IN).PROJECT -- (Select).ASSETS -- (Select.Right Click).Create – Folder -- / (F2/Rename).< **\_PREFABS** >/

Graphical user interface, application, PowerPoint

Description automatically generated

# **01.3.3 Create a New SCENE**

**(IN).PROJECT -- ASSETS -- / (RightClick).<\_SCENES >.Create – Scene.(Rename). < SCENE001 >/**

*Please note you can create a new scene using the Top Menu bar, as well*

**(Select).SCENE001 -- / (DoubleClickOn).SCENE001 /**

# **01.3.4 Create : 1 x Plane, 1 x Capsule, 2 x Materials**

Navigate to the Scene Window; and complete the following:

# **01.3.5 Plane x 1**

**(NavigateTo).SCENE -- (IN).HIERARCHY -- (Right Click).3D Object -- / (Select).Plane /**

**(NavigateTo).INSPECTOR – (IN).TRANSFORM -- / (Select).”3DOTS” – (Select).Reset /**

**(IN).TRANSFORM – SCALE -- / (Type).< X= 2, Y= 2, Z= 2 > /**

# **01.3.6 Capsule x 1**

**(NavigateTo).SCENE -- (IN).HIERARCHY -- (Right Click).3D Object -- / (Select).Capsule /**

**(Navigate to INSPECTOR] – (IN).TRANSFORM -- / (Select).3DOTS – (Select).Reset /**

**(IN).TRANSFORM – POSITION -- / (Input).< X = 0, Y= 1, Z= 0 > /**

**(IN).TRANSFORM – ROTATION -- / < X= 0, Y= 0, Z= 0 >/**

**(IN).TRANSFORM – SCALE -- / (Input).< X= 1, Y= 1, Z= 1 > /**

# **01.3.7 Materials x 2: RED, GREEN**

# **01.3.8 Red Material**

**[ Navigate to PROJECT ] -- ASSETS -- \_MATERIALS – (Right Click).Create – Materials -- / (F2/Rename).< RED > /**

**(IN).INSPECTOR – Main Maps – Color Picker -- / Color. < R = 255, G = 0, B = 0, A = 255 > /**

**(IN).PROJECT – ASSETS -\_MATERIALS -- / (Select).(Drag).RED – (Onto).(IN).HIERARCHY.(Drop).CAPSULE**

# **01.3.9 Green Material**

**[ Navigate to PROJECT ] -- ASSETS -- \_MATERIALS – (Right Click).Create – Materials -- / (F2/Rename).< GREEN > /**

**(IN).INSPECTOR – Main Maps – Color Picker -- / Color. < R = 0, G = 255, B = 0, A = 255 > /**

**(IN).PROJECT – ASSETS -\_MATERIALS -- / (Select).(Drag).GREEN – (Onto).(IN).HIERARCHY.(Drop).PLAN**

Graphical user interface, application

Description automatically generated

# **Glossary**

**Resources**

Scripting API: MonoBehaviour.StartCoroutine - Unity – Manual

<https://docs.unity3d.com/ScriptReference/MonoBehaviour.StartCoroutine.html>

/End