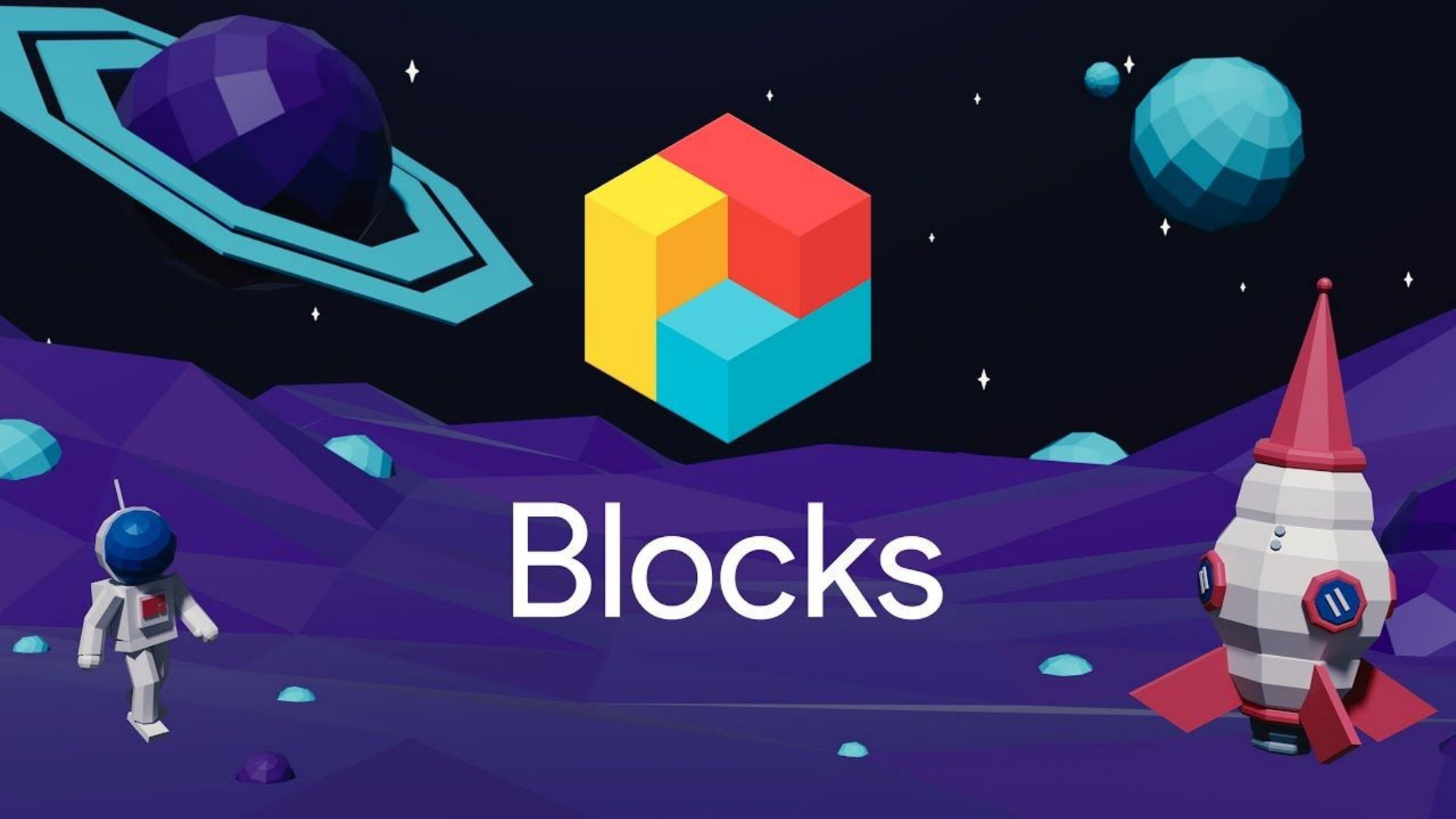


Assets

Week 4 - Day 1

It's hard

Blocks





Rotation

- Teams 1, 2, 3 will do Google Blocks for 20 minutes
- Teams 4, 5 will explore assets and brainstorm
- SWAP
- At the end of class, everyone will send me a screenshot of what they made in Blocks and a screenshot of a little scene they've created in Unity

FREEEEEEEE ASSETS

- Unity Asset Store
- Sketchfab.com
- Turbosquid.com
- Opengameart.org
- Mixamo.com

Unity ProBuilder

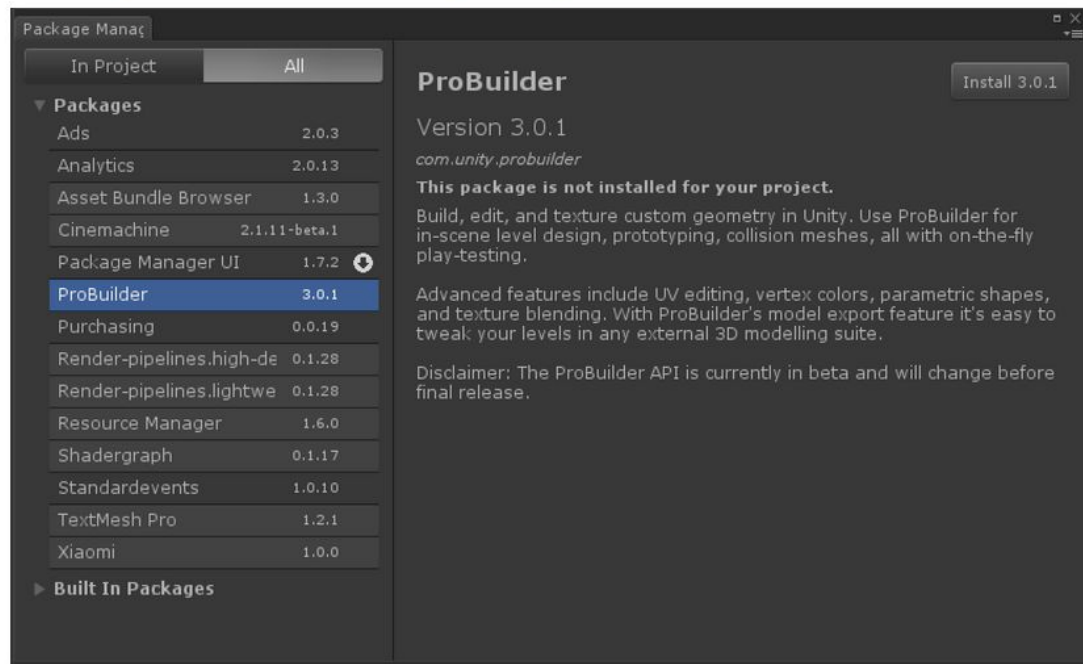
- Unity Asset Store
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- Opengameart.org
- Mixamo.com

How to get the tools, what's the roadmap

As said in the introduction, starting today these tools are available at no additional cost to all Unity subscription plans (Personal, Plus, Pro and Enterprise). Here's how to get them:

ProBuilder is being integrated in **Unity 2018.1 beta** and a beta is available today via the new Package Manager.

Go to Unity Editor, menu Window>Package Manager, click All, select ProBuilder and click Install:





6:30pm at Roble Arts Gym

