

Game Physics 101 Intro Video



Are You Ready For This?

What you'll need to start...

A Mac or PC that can run Unity 3D or similar.

You can use another game engine if you like.

Some coding experience (see sample code).

Some understanding of mechanics & units.

Confidence in basic algebra.

I'm ready already!

OK, then click "NEXT LECTURE" :-)

Get Unity 3D download now.

Stand-by for fun!

I'm not ready, how do I prepare?

Consider www.udemy.com/unitycourse

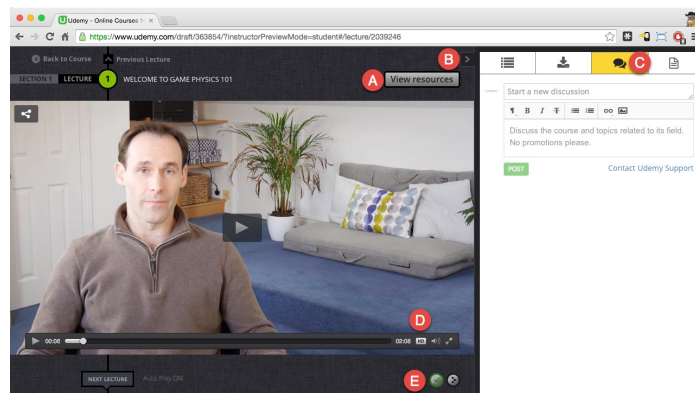
Try other “learn to code” tutorials, particular C#

Lookup algebra tutorials (e.g. Khan Academy)

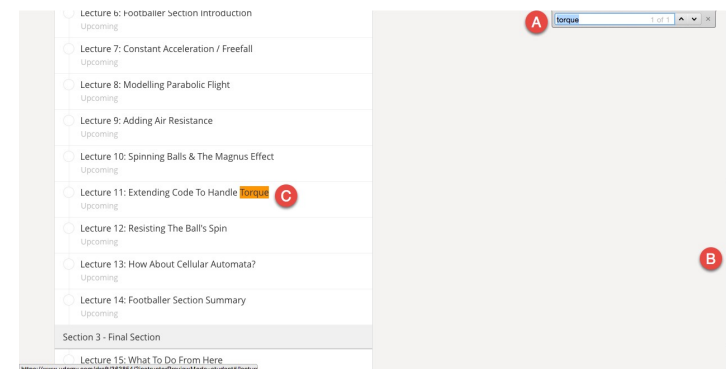
Revisit this video in a few weeks

How To Use This Course

An overview of the interface...



How to search for things



In summary...

Consider HD video.

Please do the challenges.

Assets are near the start of each section.

Feedback & questions against specific lecture.

If you already have Unity installed, skip ahead.

Download, Install & Register Unity
< From Unity Course >

Recap & What's Next

