





TRANSFORM COMPONENT





TRANSFORM COMPONENT





- Allows you to specify the position, rotation and scale
 - Unit of our position is called unity unit(1 unity unit = 1meter)
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DELTATIME

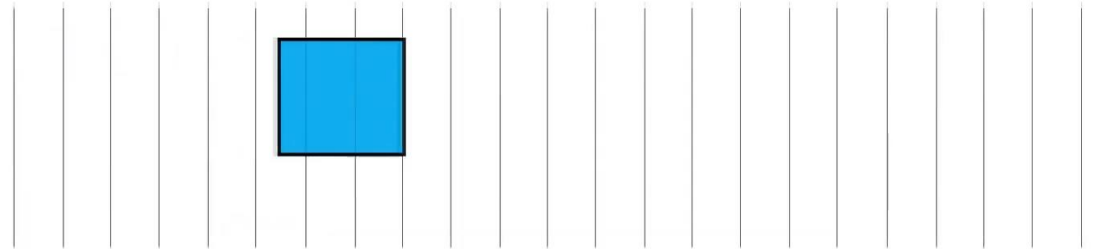




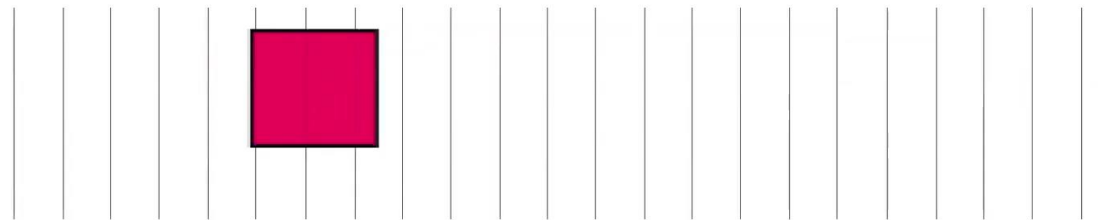
DELTATIME

- The deltatime is property of the time class.
 - Deltatime is essentially the time between each update and fixed update function call
 - This can be used to smooth out values used for movement and other incremental calculations
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Using Time.deltaTime for smoothing



Without Time.deltaTime



Distance



SIMPLE MOVEMENT OF 2D/3D AND KEYBOARD INPUTS









Movement

- `Transform.Translate()`
- `Transform.Position`



KEYBOARD INPUT



- `Input.GetAxis()`
 - `Input.GetAxisRaw()`
 - `Input.GetKey()`
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QUATERNION





QUATERNION

- These works similarly to vectors but have 4 component X,Y,Z, and W
 - These components are interdependent, and work together to define any rotations that an object might needed
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ROTATION

- Quaternion.Euler(vector 3)
- Quaternion.RotateTowards(rotationFrom, RotationTo, speed)
- Quaternion.LookRotation(kung san sya titingin/haharap)

TOUCH INPUT



The slide features a light blue background with stylized green and yellow hills at the bottom. Several autumn leaves in shades of green, yellow, and orange are scattered around the edges, some appearing to float or fall. The title 'TOUCH INPUT' is centered in the upper left area.

TOUCH INPUT

- `Touch.getTouch()`
- `Touch.touchCount()`