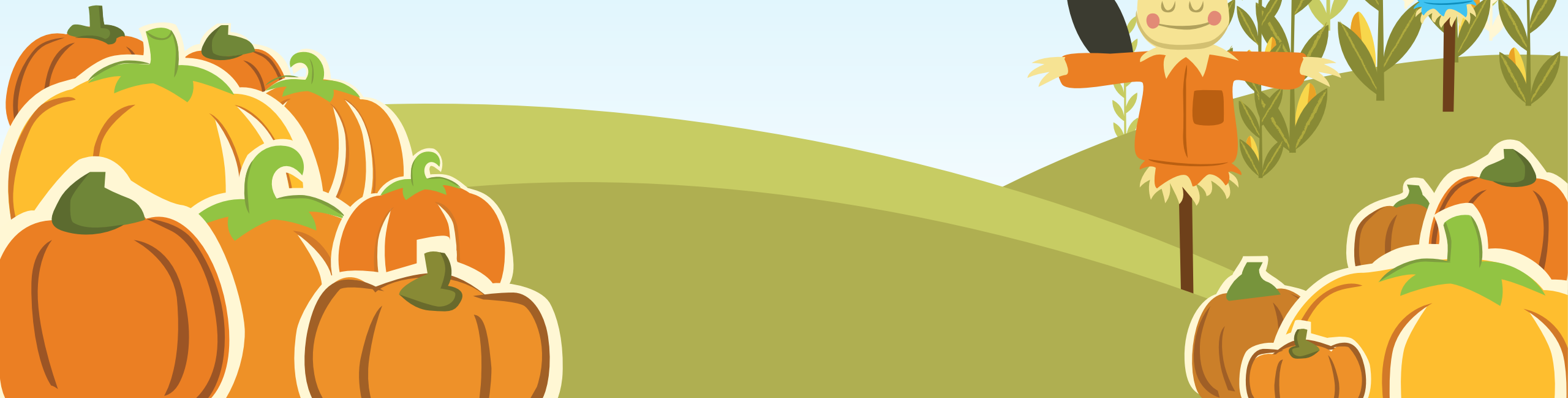
TRANSFORM COMPONENT

TRANFORM COMPONENT

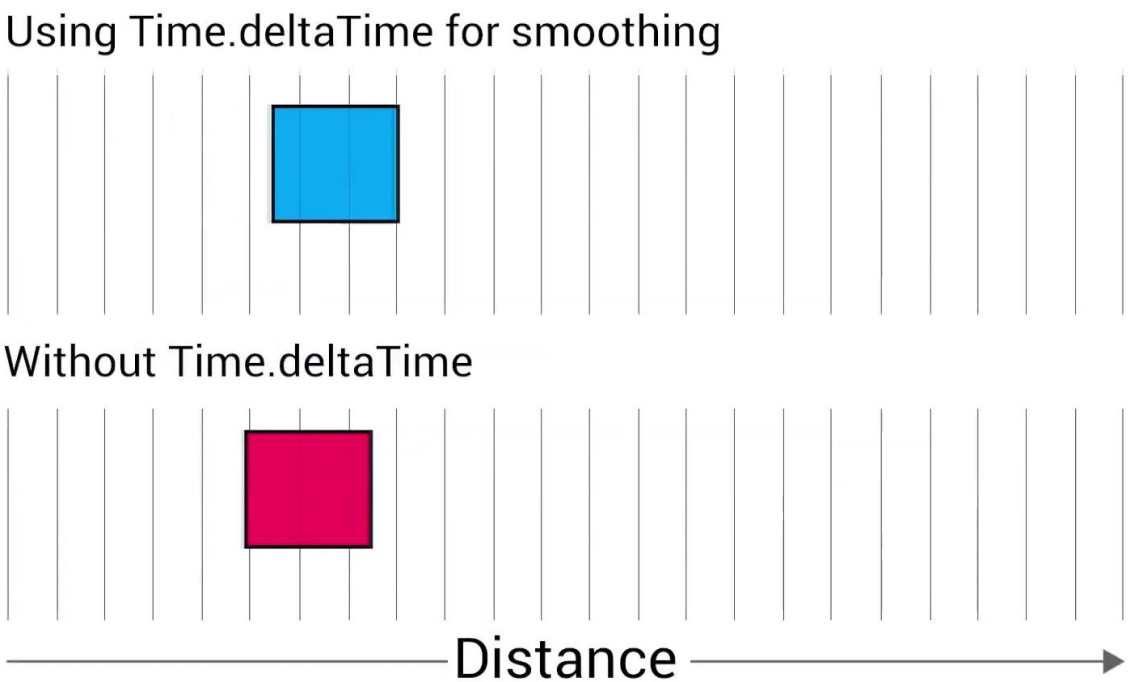
- Allows you to specify the position, rotation and scale
- Unit of our position is called unity unit(1 unity unit = 1meter)

DELTATIME

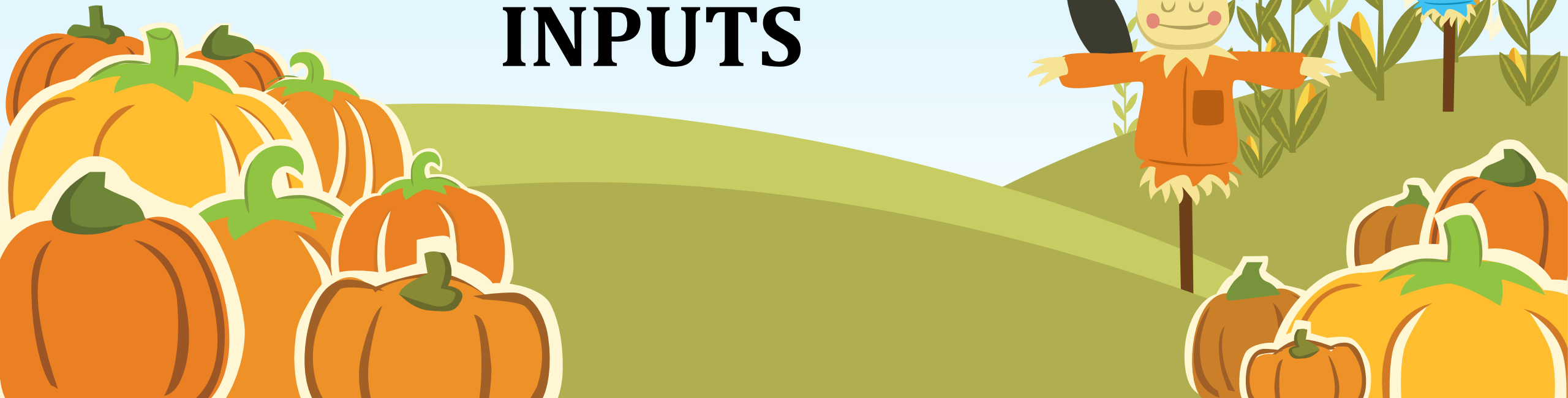


DELTATIME

- 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


Using Time.deltaTime for smoothing
Without Time.deltaTime
Distance

SIMPLE MOVEMENT OF 2D/3D AND KEYBOARD INPUTS



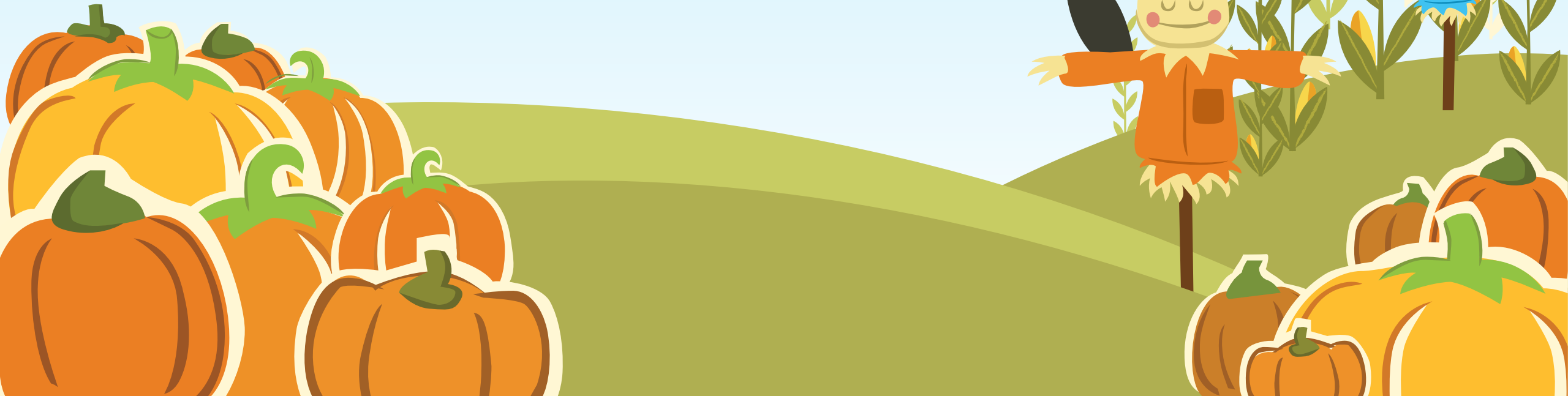
Movement

- Transform.Translate()
- Transform.Position

KEYBOARD INPUT

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

QUATERNION



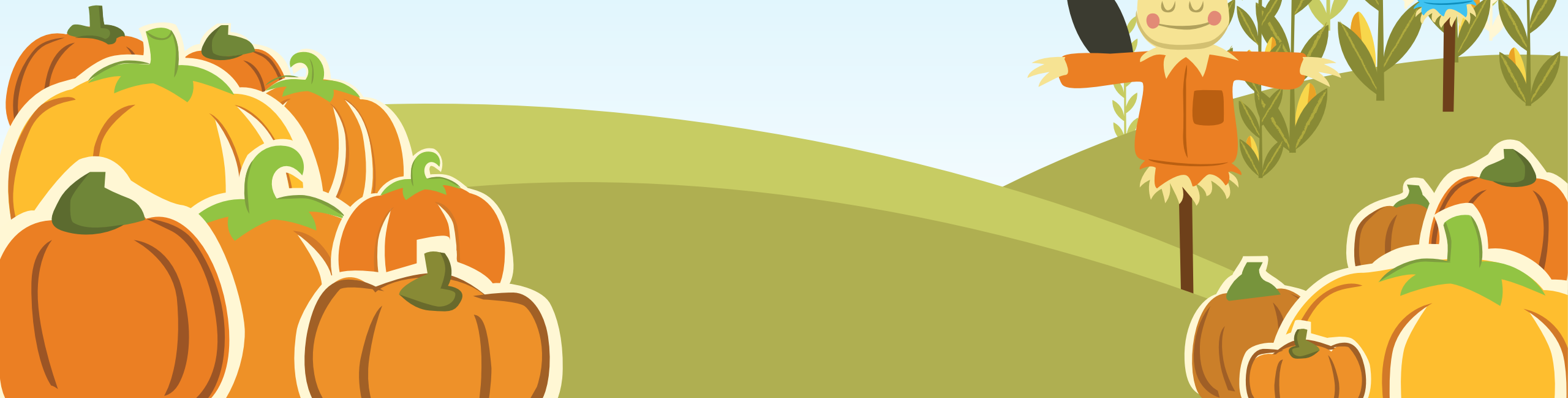
QUARTERNION

- 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

ROTATION

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

TOUCH INPUT



TOUCH INPUT

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