Anticipation Guide for *Unity Essentials – Real-time creation*

Name_____**Date**_____

Before reading: In the space to the left of each statement, place a T, for true, if you agree or F, for false, if you disagree with the statement.

During or after reading: Add new check marks or cross through those about which you have changed your mind. Keep in mind that this is not like the traditional "worksheet." You may have to put on your thinking-caps and "read between the lines." Use the space under each statement to note the page, column, and bullet(s) where you are finding information to support your thinking. If false, tell how it could be true or why it is false.

_T_1. The goal of real-time software is to render images so quickly that a person can freely interact with the project without any noticeable delay.

_T_2. The first product ever released by Unity Technologies was not a game engine, but a game.

_T_3. The odds that you've played a game Made with Unity are overwhelming!

_T_4. A game engine is the point of convergence for all aspects of creating a game.

_T_5. Developing content in Unity has many benefits, regardless of the industry.

_F_6. Assets are created in specialized external programs called Digital Content Creation (DCC) tools.

_T_7. Nobody becomes an expert in Unity overnight.

_T_8. Unity is for everyone, and everyone is welcome.