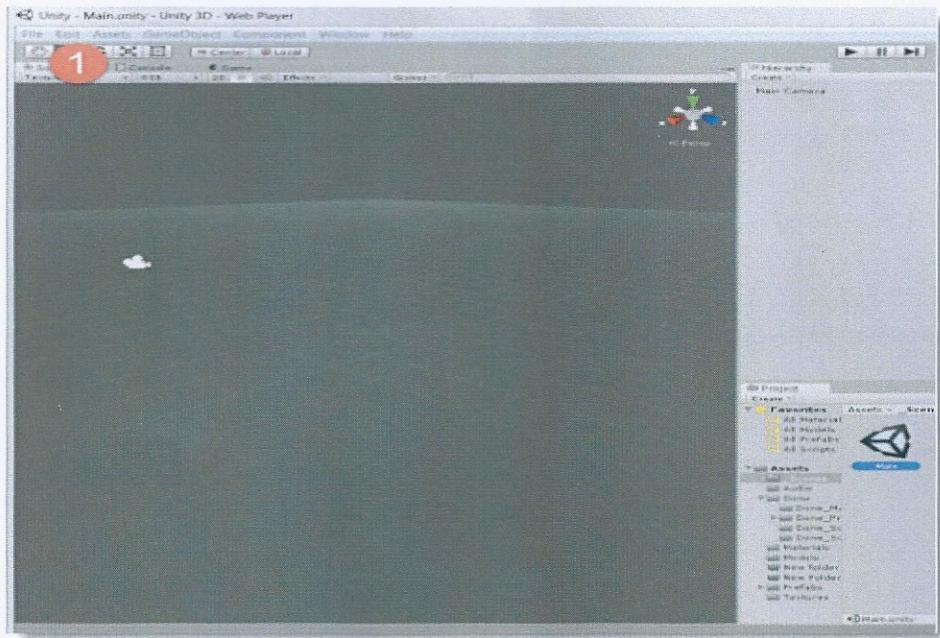
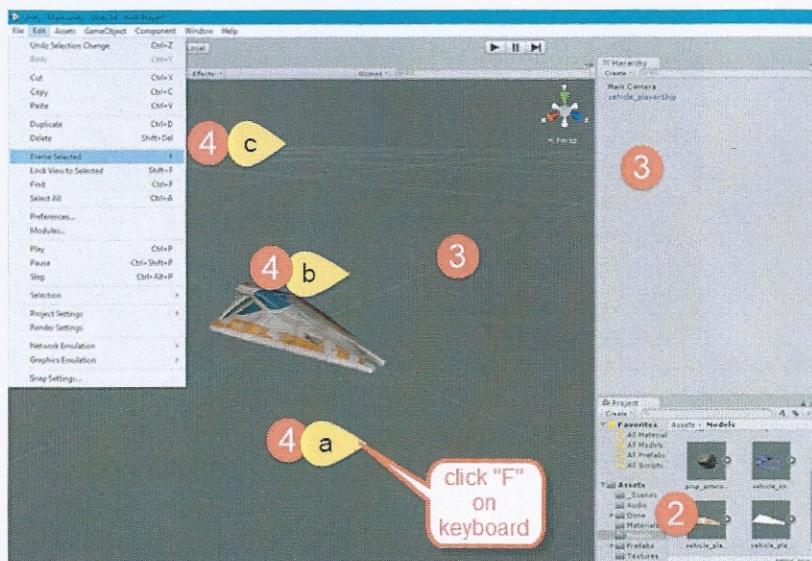


The player GameObject

1. Click on the Scene View

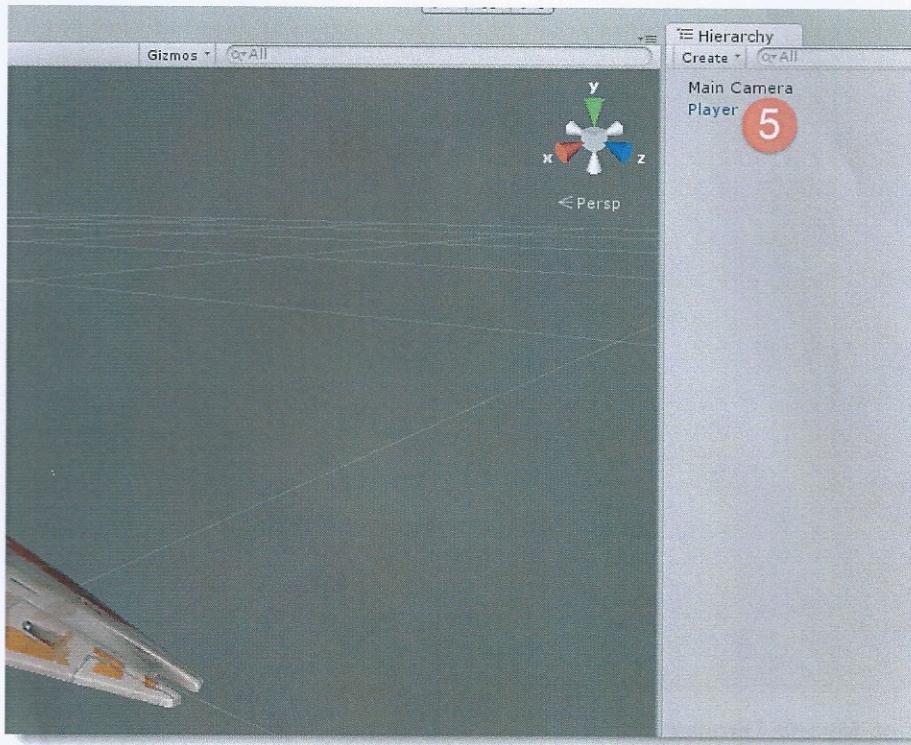


2. Find the player's ship in the Asset folder, Models Directory
3. Drag the ship into the scene or the Hierarchy view
4. **Focus the Scene** view camera in one of the following ways:
 - a. With the pointer in the scene window, type F
 - b. Double Clicking on the object in the Scene View
 - c. Click on Edit - Frame Selected



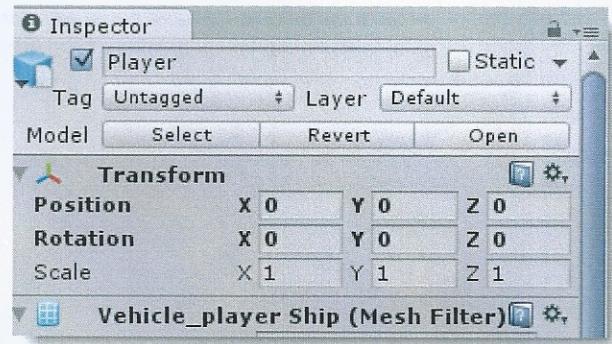
5. Rename the object as Player

Renaming can be done either by slowly clicking in the name field of the Hierarchy view and hit enter to lock in the change. You can also right click and choose Rename.



We want our object to be in the middle, or at its origin - defined when the X, Y & Z co-ordinates are all at 0. You can find an instant Reset button Inside the Inspector called Transform (click the gear to the right of it to see dropdown menu) and choose reset. To the right, you see X, Y and Z are set to 0.

6. Click Reset



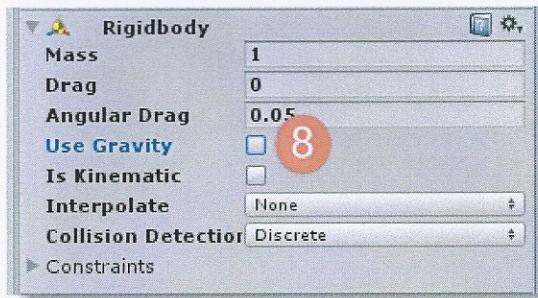
In Inspector, we will continue to add Components and make our own specialized components as we go along. Moving and detecting collisions with objects requires the use of Physics. The first thing we do is create a body over the playership drawing we already have.

7. A Rigid Body Component will be added as shown.

Note: click on the header bars within to fold up the list in order to make space to add another component.



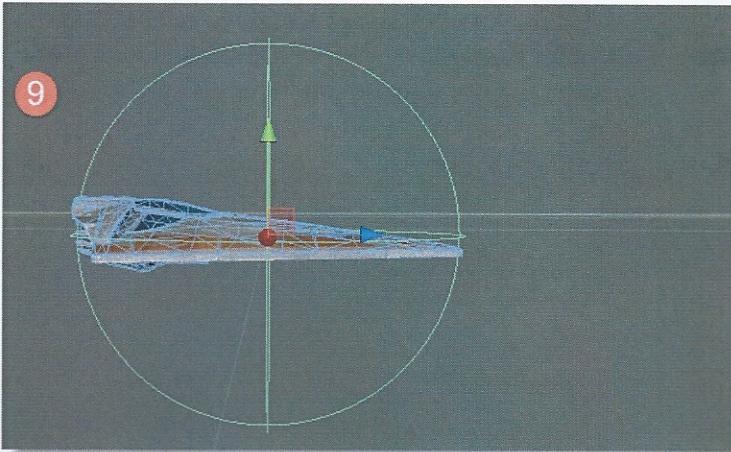
8. Deselect Gravity



The Physics engine will help us determine our proximity to other objects, etc. We also need to determine the volume of each object, we do that using a cage around the object, the cage is called a collider.

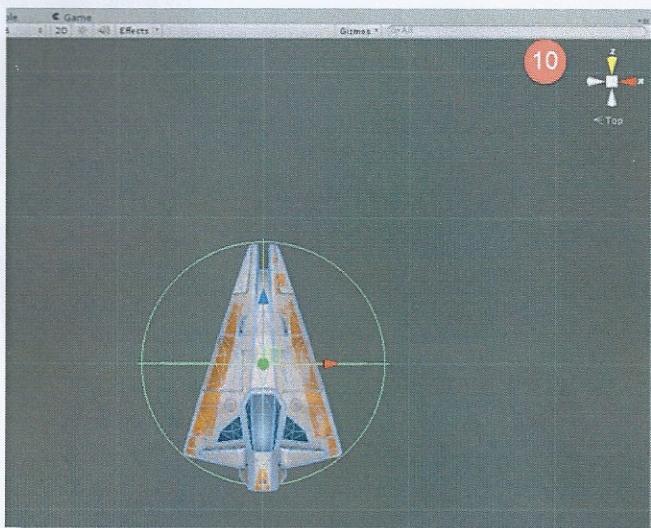
9. Select Physics, Capsule Collider

A capsule collider is defined by using 2 spheres around the object. The default is around the Y axis, assuming that it would be a humanoid but because our spaceship is more along the Z axis, we will have to change some settings to get the cage tighter around the object. This is one example of the more basic colliders.



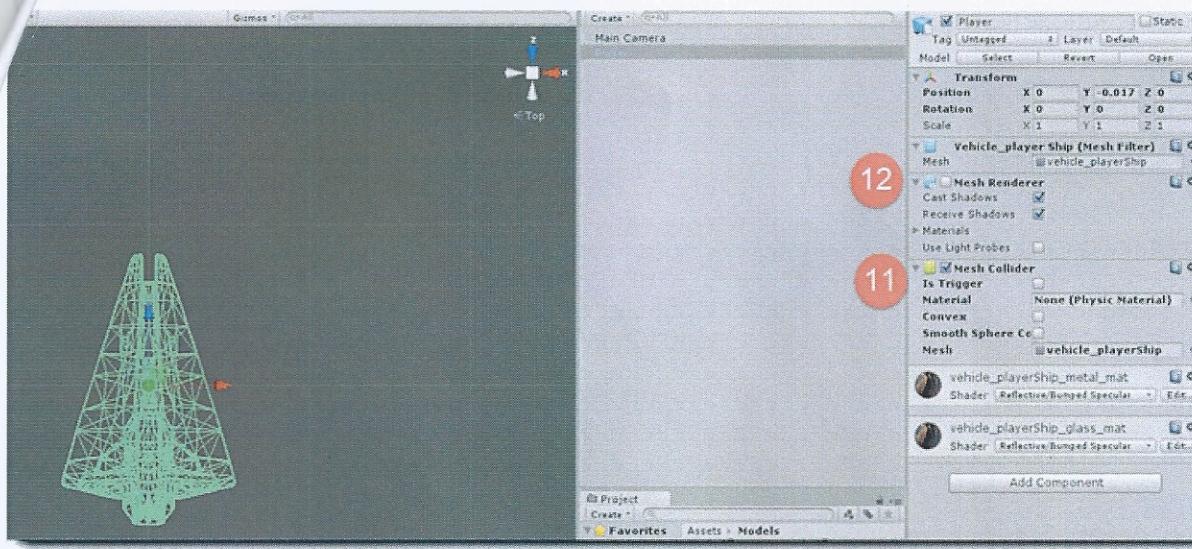
10. Click on the Y of the Gizmos to get a top view from the camera.

Click on Gizmos going between X, Y and Z to become comfortable with changing views.



11. Select the Mesh Collider instead, if given the choice to replace, then choose Yes to replace. Or, simply delete the capsule collider and use the Mesh Collider instead. Your screen should look similar to the screen shot below.

12. Turn off the Mesh Renderer so you can see the green lines and how tightly it wraps around the ship.



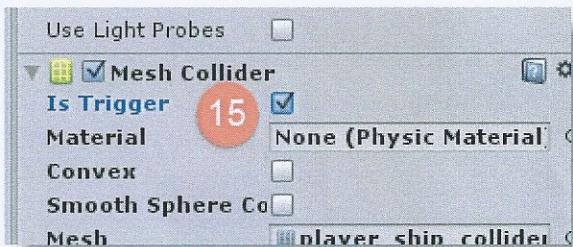
13. To simplify, the mesh, we will use a filter, drag what looks like a simple white paper airplane into where it lists Mesh as shown. You may need to watch the video at about the 7:20 point if you have trouble with this part.



14. Turn the mesh renderer back on.



15. Choose "Is Trigger" (we want this to Trigger an action)



16. In the Prefabs - VFX folder find the engines and drag them above so they are under Player to make them Child to it.

17. Click on Gizmos for slide to make the particles smaller and more realistic.

