Introduction to Unity3d

https://unity3d.com/

- Relatively lightweight
- Large community
    - https://forum.unity3d.com/
    - http://answers.unity3d.com/
- C# Scripting
    - UnityScript & Boo
- Good basic feature set.
- Personal Edition is "free"
- Closed source.
- No visual scripting.

Interface

- Game and Editor Viewport.
    - Basic controls similar to Maya
    - Play | Pause | Stop
- Inspector
- Scene Hierarchy
- Project Browser

Importing Assets

- FBX pipeline.
    - Export FBX from Maya.
    - Import FBX in Unity.
- Material Pipeline
    - Save image in project.
    - Select import settings.
    - Create Material.
    - Select Shader.
    - Apply Material.

Game Objects

- Made up of components which define behavior.
- Can have many sub-objects.
- Child object transform relative to parent.
- Prefabs:
    - Allow reuse and customization of Game Objects.
    - Only can see 1 level of children in Project view.

Scripting

- MonoBehaviors are Components which contain C# classes.
  - Also UnitySript (JavaSript), or Boo.
- MonoDevelop IDE
- Scripting reference:
  https://docs.unity3d.com/ScriptReference/
- Start()
- Update()
  - Time.DeltaTime
- Inspector variables

Lighting

- Light types:
  - Point
  - Spot
  - Directional
- Baked vs Dynamic
- Lightmapped objects.