



Explore

**Unity** is a **cross-platform game engine** developed by **Unity Technologies**, first announced and released in **June 2005** at the **Apple Worldwide Developers Conference** as a **Mac OS X game engine**. It has since been extended to support various platforms, including desktop, mobile, console, and virtual reality. [Unity is particularly popular for **iOS and Android mobile game development**, is considered easy to use for beginner developers, and is widely used for **indie game development**1](https://learn.unity.com/).

Here are **five free reference links** where you can learn more about Unity:

1. [**Unity Learn**](https://learn.unity.com/): Offers free tutorials, courses, and guided pathways for mastering real-time 3D development skills, including video games, VR, and AR[1](https://learn.unity.com/).
2. [**Unity Essentials Pathway**](https://unity.com/learn/get-started): A 2-week course designed for Unity beginners, covering essential concepts and practical knowledge[2](https://unity.com/learn/get-started).
3. [**GamesCamp**](https://www.gamescamp.com/tutorials/free/unity): Curates a list of free Unity tutorials and courses recommended by the game development community[3](https://www.gamescamp.com/tutorials/free/unity).

Happy learning! 🎮🚀