BASIC CONCEPTS IN UNITY

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unity

Basic concepts in Unity

- **GameObjects** are the fundamental elements in **Unity** and represents any of the elements we can have in a scene, such as cameras, 2D or 3D elements, particle systems, interface elements, lights, etc.
- These elements will be placed in what we call **scenes**.
- The scenes will help us to divide our game or application in levels, or different interaction screens, etc. It's a fundamental tool when dividing our game in different parts.
- **GameObjects** will be created from **Assets**: resources of all kinds (3D models, textures, sounds, etc.) along with others created in the **Unity** editor (materials, animations, etc.)
- The **GameObject** will have what we call **components**. Based on what components we add to a **GameObject,** this will be able to do one thing or another.
- One of the most important components that we can add to a **GameObject** is a **Script**, that will model its behavior during the evolution of the game (using **C#**)

Basic concepts in Unity

Scenes

Game Objects

Components

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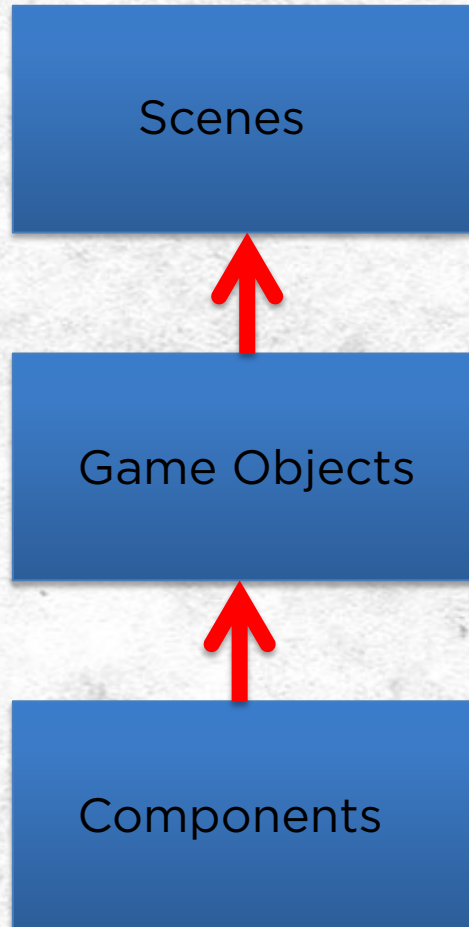POLITÈCNICA
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