

# Unity 01

CC LAB 2016

## **What is Unity?**

Unity is a game engine.

**Game engines are software that make building games easier.**

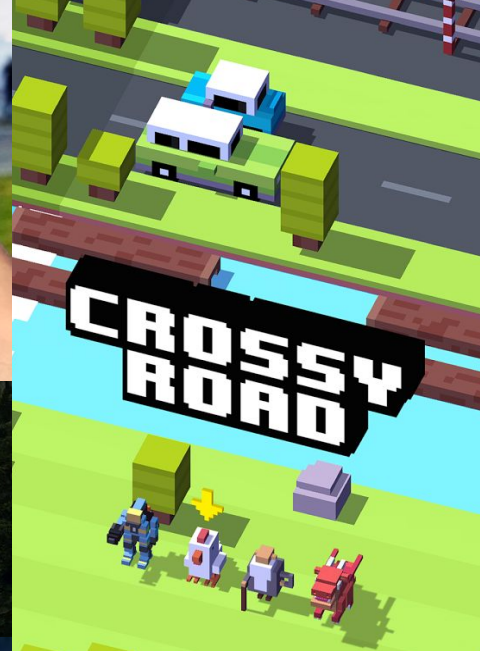


Construct 2



**UNREAL**  
**ENGINE**

And many more...



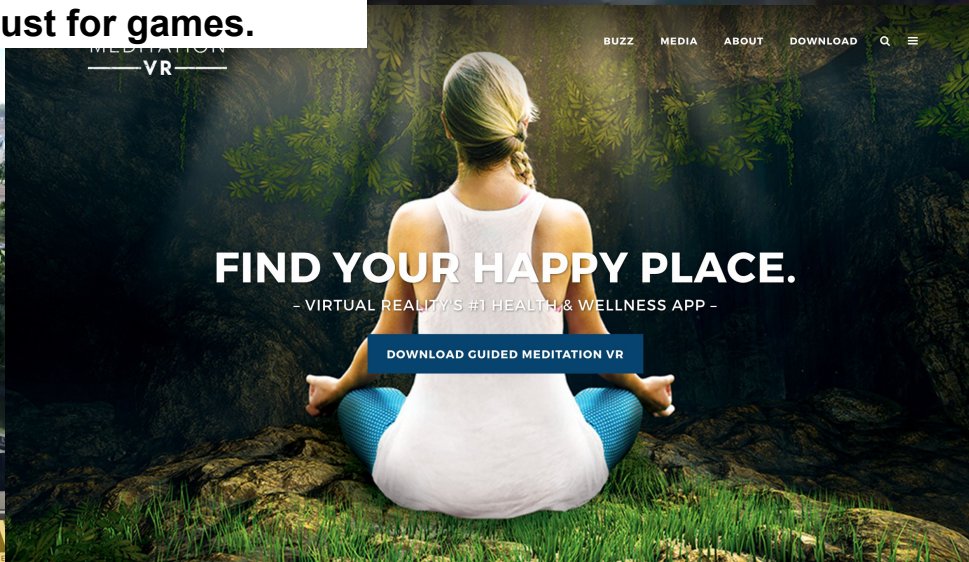
Games built in Unity.







Unity is not just for games.





*I'm ready to*

(Let's get started.)



Unity comes with a lot of documentation:  
<https://docs.unity3d.com/Manual/index.html>



Project name\*

New Unity Project

Location\*

/Users/foo/Desktop



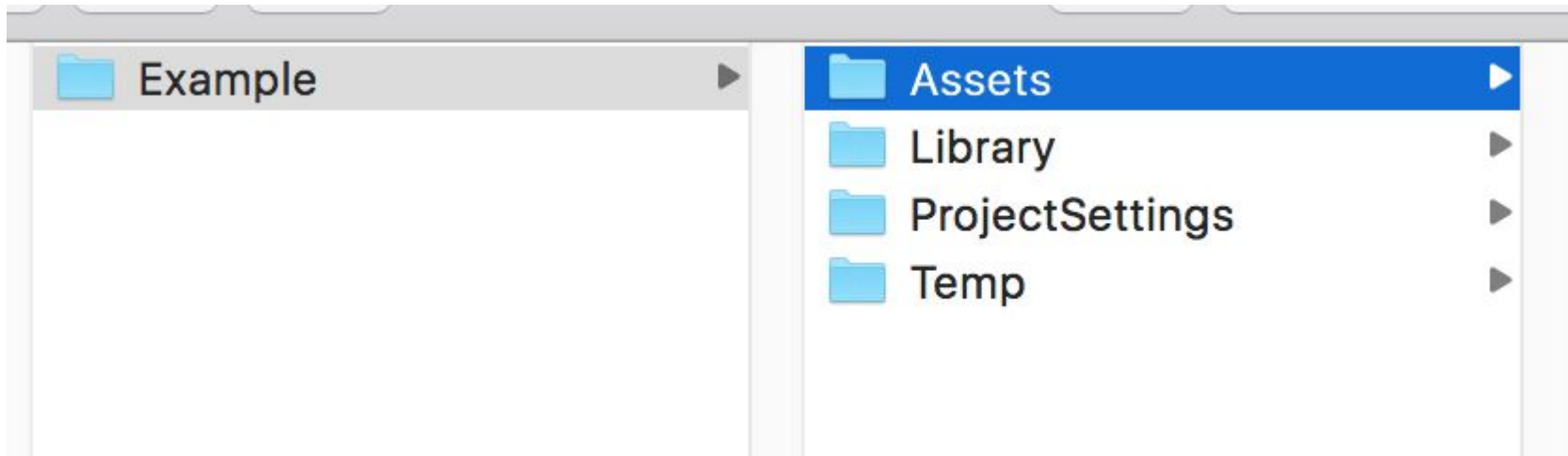
☒ 3D ☐ 2D

Add Asset Package

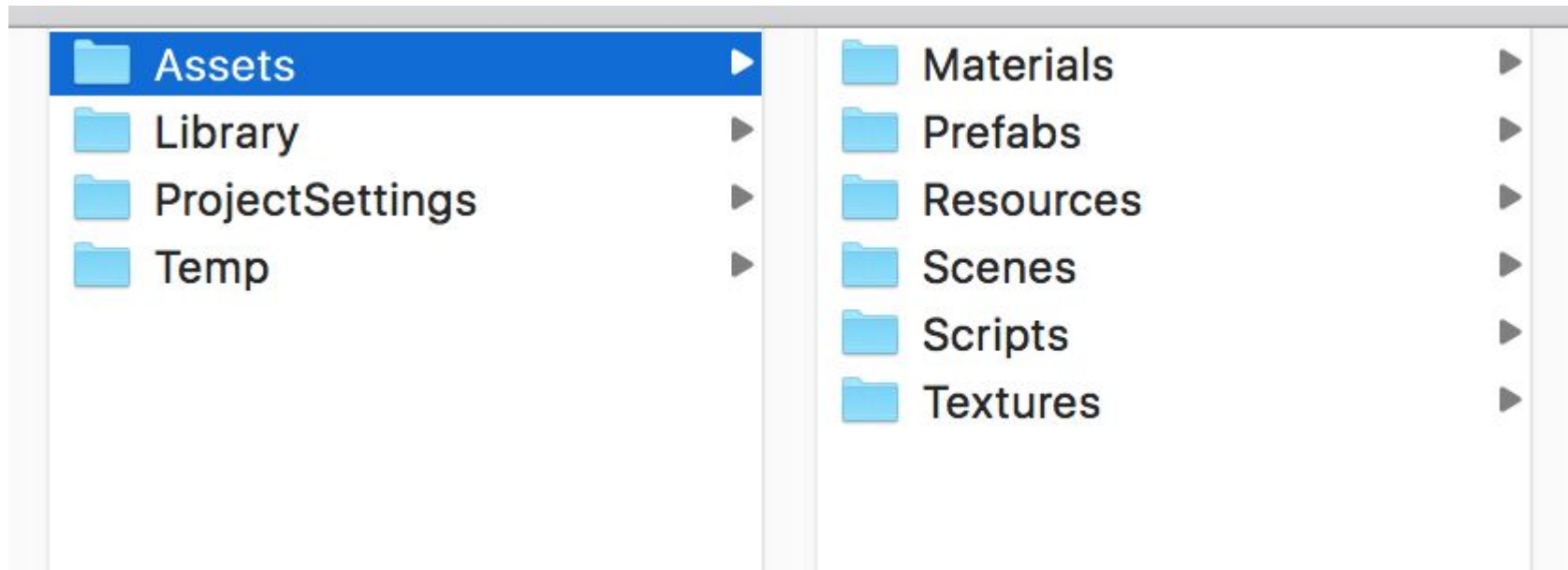
Cancel

Create project

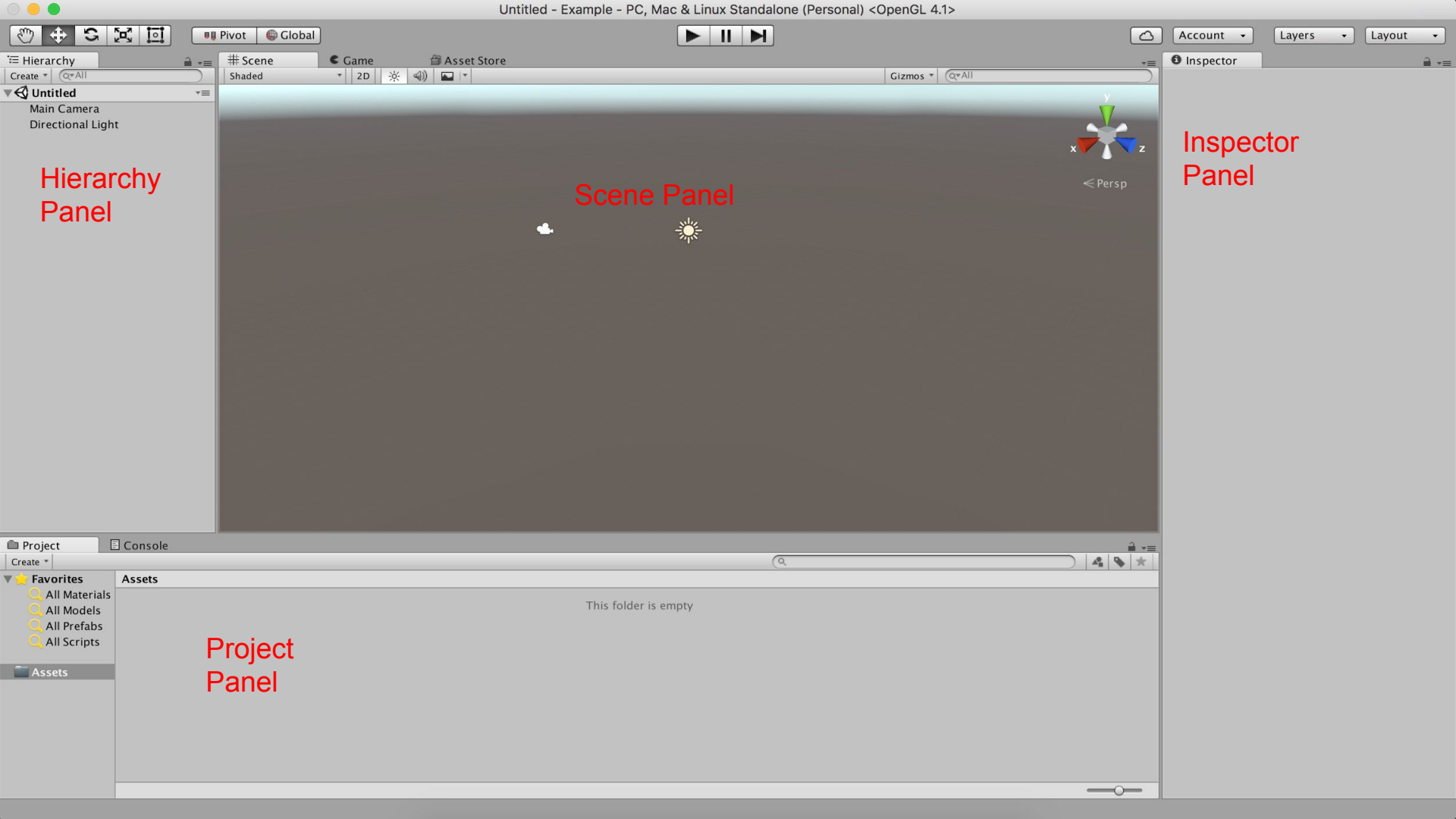
Unity offers support for 3D / 2D game development.



Creating a new project will create four new folders.  
**Assets** is where you'll put all your game resources in.



Assets may include scripts, sprites, scenes, etc.

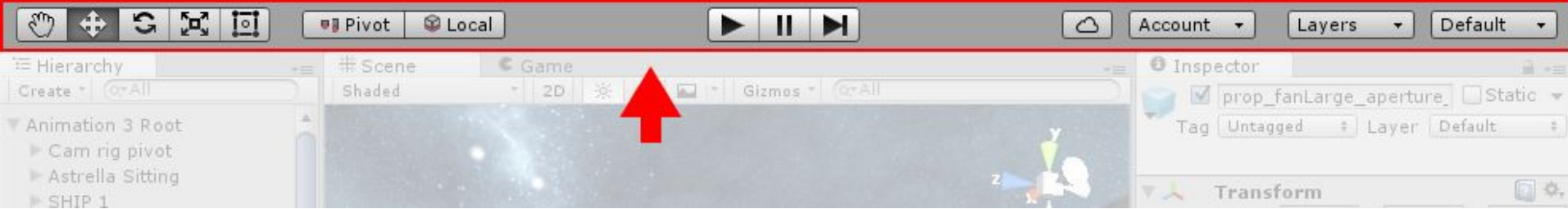


Hierarchy  
Panel

Scene Panel

Inspector  
Panel

Project  
Panel



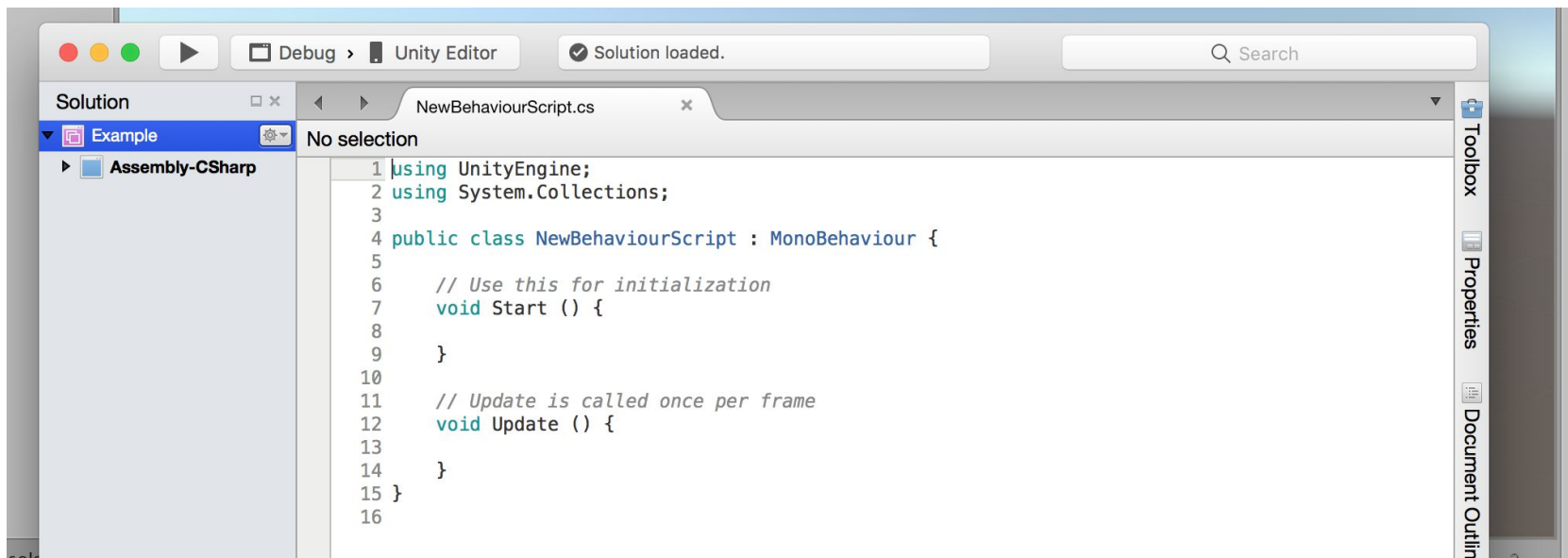
Unity's toolbar has seven main functions.  
<https://docs.unity3d.com/Manual/Toolbar.html>

## Scene Tools



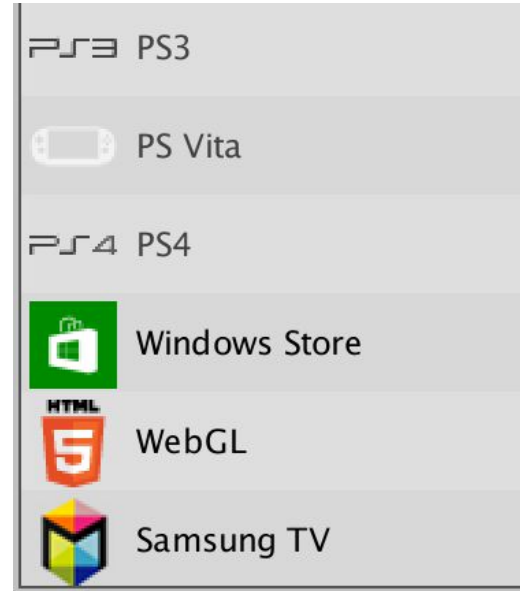
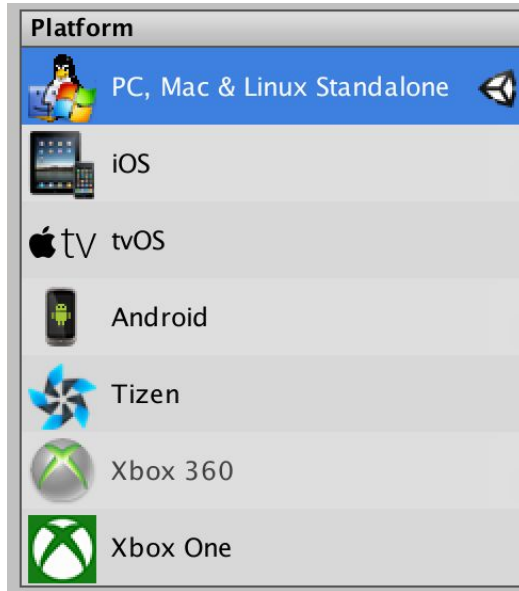
Pan, Transform, Rotate, Scale, [Rect Transform](#)





**Unity offers UnityScript (which is similar to JavaScript) and C#.**

Most people use C#, which is what we'll be using as well.



**Unity is able to publish to a large variety of platforms at the push of a button.**

Though some platforms will require you to install SDKs beforehand.

# Tutorials

Our tutorials are divided into two sections - lessons for learning the Engine and more for Services and Production. Each section will have Projects - a set of step-based tutorials, and Topics dividing up additional lessons in more detail.

[Engine](#)[Services & Production](#)

**Unity has a lot of tutorials for you to get started on.**

We'll be trying out their roll-a-ball tutorial tonight.



**Let's get rolling!**