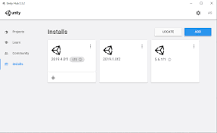
Web-Based Gaming Development with Unity

What is Unity?

Unity is a 3D/2D game engine and powerful cross-platofrm IDE for developers. As a game engine, Unity provides many of the most important built-in features that make a game work. That means things like physics, 3D rendering, and collision detection.

Unity is an IDE. The Unity Software has a visual editor that allows creators to simply drag and drop elements into scenes and then manipulate their properties.

Unity uses C# to handle code and logic, with a whole bunch of classes and APIs.

[[](https://www.google.com/search?q=What+exactly+is+unity?&tbm=isch&source=iu&ictx=1&fir=xEA9NFzoUOn0dM%252CyewjPkVHas3EWM%252C_&vet=1&usg=AI4_-kTPIh2POi9qqfqQ8vR3zBoSccnlVg&sa=X&ved=2ahUKEwiknL6h9qXzAhXR3J4KHXVIBcIQ9QF6BAgIEAE#imgrc=xEA9NFzoUOn0dM)](https://www.google.com/search?q=What+exactly+is+unity?&tbm=isch&source=iu&ictx=1&fir=xEA9NFzoUOn0dM%252CyewjPkVHas3EWM%252C_&vet=1&usg=AI4_-kTPIh2POi9qqfqQ8vR3zBoSccnlVg&sa=X&ved=2ahUKEwiknL6h9qXzAhXR3J4KHXVIBcIQ9QF6BAgIEAE" \l "imgrc=xEA9NFzoUOn0dM)