

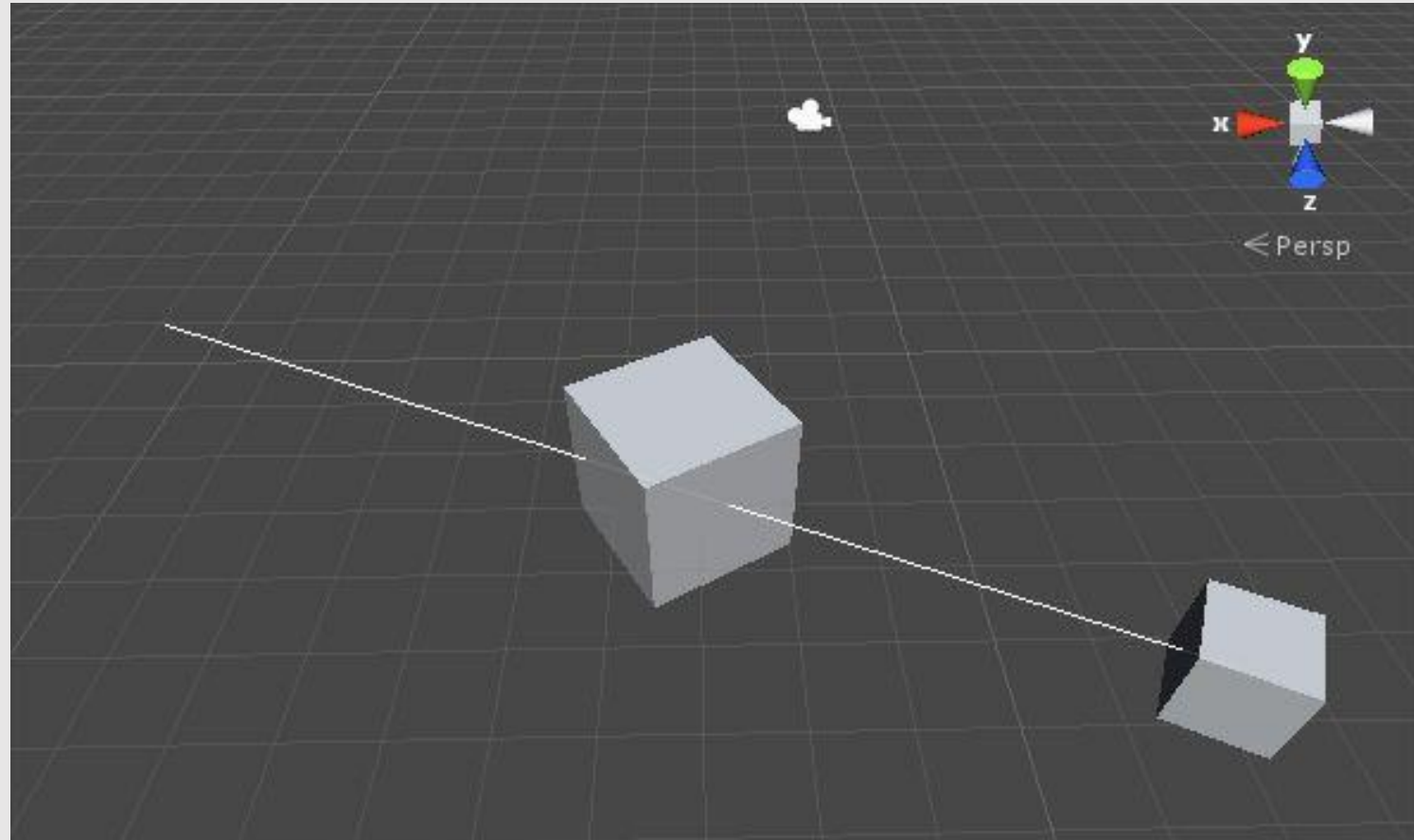
Game Dev with Unity3D

# RAY CASTING

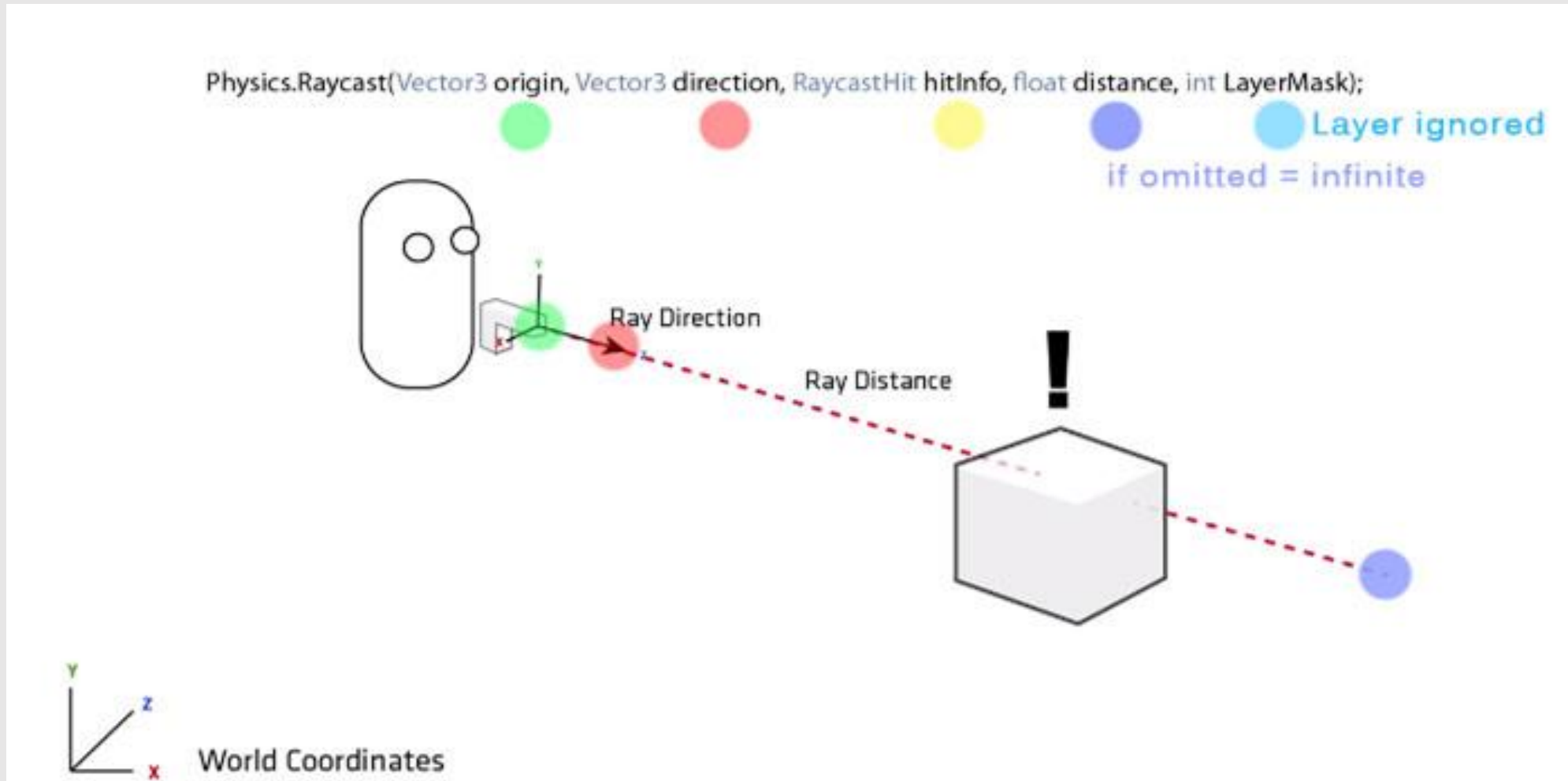


# Can You See Me?

- Ray casting means sending a ray forward and get the first object it hits.



# Can You See Me?



# Raycasting Code

```
RaycastHit hit;  
bool didHitAnything = false;  
Vector3 enemyToTarget = enemy.transform.position - player.transform.position;  
  
didHitAnything = Physics.Raycast (enemy.transform.position,  
    enemyToTarget.normalized, out hit, enemy.sightRange)  
  
if(didHitAnything && hit.collider.CompareTag ("Player")) {  
    // enemy sees the player  
}
```