## **Tutorial 1 – Introduction to Unity and the Creation Window**

Estimated time: 90 minutes

### **Prerequisite**

None

### **Learning Objectives**

Allow the students to familiarize themselves with the basics of the Unity game engine and the Creation Window.

The students will learn how to:

* Create an object
* Create a script
* Move and resize an object through the Unity GUI
* Understand the basics of method operation

### **API Methods Covered**

* setObjectColor()

### **Activity**

1. Introduce the students to the components of the Creation Window
2. Create a cube primitive object
3. Introduce the Unity project hierarchy
4. Select the newly created cube
   1. Introduce basic object manipulation through the Unity GUI (using the tools displayed in figure 8)
      1. Resize
      2. Rotate
      3. Reposition
5. Demonstrate how to change the view of the scene (rotate, move, zoom) in Unity
6. Create a script on the cube object. Name it cubeScript
7. Open the cube script
8. Describe the basic operation of methods
   1. Demonstrate by including the setObjectColor() method in the object buildGame() method. Allow children to pick from any of the available colors.

**Figure 8: Unity Object Manipulation Tools**

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### **Source Code**

**cubeScript.cs**

buildGame(){

setObjectColor(“red”);

}