Games - Easy as never

- **Unity3D common overview**

- **Prototype construction**

- **Coffee break**

- **Turn prototype into game**

- **Summary**

- **Q/A**

Unity**3D** Facts

- Cross-platform: **26** platforms (mobile, VR, consoles)

- Free to use: pay if earn > **100,000$**

- **C#** as scripting language

- Community (Unity Answers**,** Asset Store**,** Forum)

- Works out of the box: **UnityEngine.dll**

Unity3D Interface

- **Scene**: editor viewport

- **Game**: game viewport

- **Hierarchy**: scene objects tree

- **Inspector**: properties of selected objects

- **Project**: assets (scripts, models, sounds), packages

- **Console**: logs

Unity3D Terminology

- **Scene**: place for **all GameObjects** in game

- **GameObject**: object that can be represented via **Scene**

- **Component**: type that must be inherited via all classes so they can be added to gameobject for certain **behaviour**

- **MonoBehaviour**: type that must be inherited for **custom** gameobject **components** (Monobehaviour **inherits Component**)

- **Prefab**: gameobject that located on hard drive for **reuse**

Summary

- Interface
- Components
- Resources
- Unity Event-functions
- Audio
- Physics

- Light
- Fog
- Particle Systems
- Prefabs
- UI
- PlayerPrefs

There are **many** other

- Animation
- Audio Mixer
- Skybox
- Posteffects
- Lightmapping
- Shaders

- Lens Flares
- Asset Bundles
- Occlusion culling
- Posteffects
- Windzone
- Shaders

- Navigation
- Timeline
- VR
- AR
- Editor
- UI

Links

- **E-mail:** hromyhvladislav@gmail.com

- **Github:** https://github.com/vladyslavkhromykh

- **Project:** https://bit.ly/2TDo4ZR

Thank you for attention

Q / A

Join us!

- **Web site:** university.sigma.software

- **Telegram:** SigmaSoftwareUniversity

- **FB:** sigmauniversity

- **E-mail:** university@sigma.software