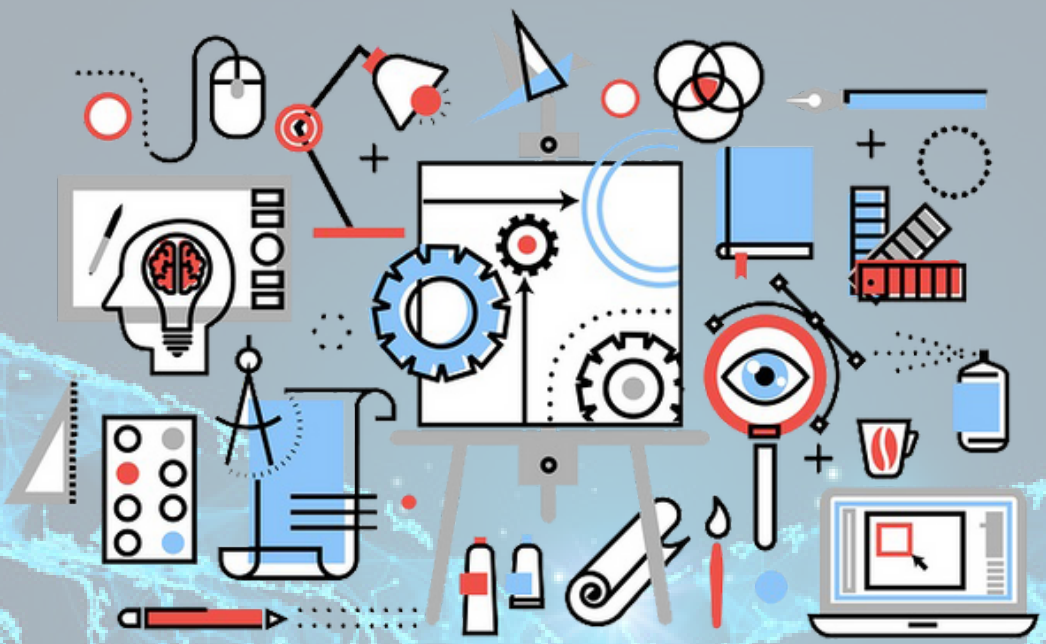
XRIG-IITM



AR/VR TUTORIAL #2

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GETTING STARTED WITH UNITY

Now that we have installed Unity Hub and Editor along with VS Code, as instructed in the previous file, we will familiarize ourselves with Unity and its functions.

Now using the steps given on the next page, please build a simple cube, implement movement controls to it, and report back to us. Feel free to go crazy doing other stuff along the way while you're at it.

Many resources are available online in the form of YT videos catering to video games and other things.

To familiarize yourself with the basics, please watch this playlist by Brackeys. You won't need to go through the entire playlist at this point. Just the first few videos will be enough.

Though optional now, be sure to check out Unity Documentation from time to time as you work on your projects in the future. It is impressive how many problems can be solved if you search for them or a relevant idea in the documentation.

CREATING A CUBE GAME

1) Create a new Cube GameObject in your Unity scene. You can do this by right-clicking in the Hierarchy panel and selecting "3D Object" > "Cube".

2) In the Inspector panel, click "Add Component" and search for "New Script".

3) Enter the name (CubeMovement) , choose the save location, and click "Create".

4) The script will be attached to the Cube GameObject and open in your code editor.

5)Afterward, you can replace the default content with the provided script code (https://xriitm.notion.site/CubeMovement-cs-a968dd8221f7433bb900f144234b21b3?pvs=4), save it, and adjust the speed value in the Inspector panel for the Cube GameObject.

6) Press the Play button to start the game, and you should be able to control the cube using the arrow keys or the WASD keys.

This script uses the Update method to handle the cube's movement. It reads input from the arrow keys or WASD keys and calculates the movement vector accordingly.
The cube's position is then updated using transform.Translate to move it in the desired direction.

***More details on the Scripting wil be provided in future tutorials.**

OTHER RESOURCES & NOTES

You can also look at this video to get an idea of how Unity generally works. Though catered to 2D game making, it is still a good video.

One of the things that we'd like you to remember while learning Unity is that not all things you learn need to be directly aligned with your final project or goal.

Unity is a platform that can be mastered through experimentation and much practice. So even if not directly applicable to you, we encourage going off the tangent and doing new things with Unity as a great learning and logic-building experience.

You may try to build a micro-game using Unity with your idea or explore the built-in ones that Unity provides for a smoother but arguably less fulfilling experience depending on how you approach it. As we said, EXPERIMENT!