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3 slide:

Unity is a professional-quality game engine targeting a variety of platforms and providing a plethora of features that are useful across many different games.

Unity has physics simulation, normal maps, screen space ambient occlusion (SSAO), dynamic shadows…and the list goes on. Many game engines boast such features

4 slide

Unity has two main advantages: an extremely productive visual workflow, and a high degree of cross-platform support.

The visual workflow is a fairly unique design, anchored by a sophisticated visual editor. The editor is used to lay out the scenes in your game and to tie together art assets and code into interactive objects.

The other main strength of Unity’s toolset is a high degree of cross-platform support. Unity is a multiplatform in terms of the deployment and development.

5 slide

The interface in Unity is split up into different sections: the Scene tab, the Game tab, the Toolbar, the Hierarchy tab, the Inspector, the Project tab, and the Console tab. Each section has a different purpose but all are crucial for the game-building lifecycle.

6 slide

I won’t describe each element in detail, but briefly go through the basics.

The most prominent part of the interface is the Scene view in the middle. This is where you can see what the game world looks like and move objects around.

Hierarchy is a list view with the name of every object in the scene, with the names nested together according to their hierarchy linkages in the scene

Project and console - Project shows all the assets (art, code, and so on) in the project. The Console is the place where messages from the code show up. For example some of these messages will be debug output.

6 slide

All code execution in Unity starts from code files named scripts linked to an object in the scene.

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All basic scripts inherit from MonoBehaviour, the base class for script components. It defines the invisible groundwork for how components attach to game objects and provides heavy lifting forward in creating a new script

8 slide

Method Start(, which is called once when the object becomes active.

Update(), which is called every frame.

TO point out Programming isn’t done within Unity exactly, but rather code exists as separate files that you point Unity to.

9 slide

Well, that’ all that I wanted to tell you about the basics of Unity. Thank you for your attention.