

INTRODUCING OUR DEVELOPMENT ENVIRONMENT: UNITY

Topics

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- **Downloading Unity**

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- **Why Choose Unity?**

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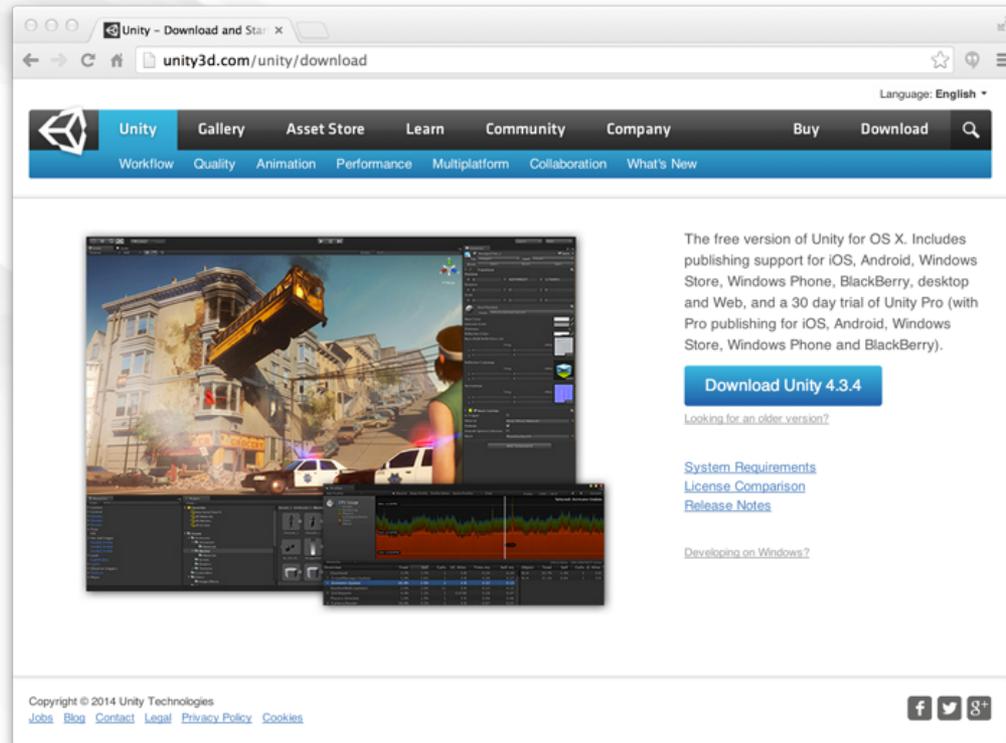
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- **Understanding the Unity Window Panes**

Downloading Unity



The screenshot shows a web browser window displaying the Unity website's download page. The browser's address bar shows the URL `unity3d.com/unity/download`. The website's navigation menu includes links for Unity, Gallery, Asset Store, Learn, Community, Company, Buy, and Download. Below the navigation, there is a large image of the Unity 3D engine interface showing a 3D scene with a train and a character. To the right of the image, there is a text block describing the free version of Unity for OS X, which includes publishing support for various platforms and a 30-day trial of Unity Pro. A prominent blue button labeled "Download Unity 4.3.4" is visible, along with links for "System Requirements", "License Comparison", "Release Notes", and "Developing on Windows?". The footer of the page contains copyright information for 2014 Unity Technologies and social media icons for Facebook, Twitter, and Google+.

Unity - Download and Start x
unity3d.com/unity/download
Language: English

Unity Gallery Asset Store Learn Community Company Buy Download

Workflow Quality Animation Performance Multiplatform Collaboration What's New



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[Download Unity 4.3.4](#)

[Looking for an older version?](#)

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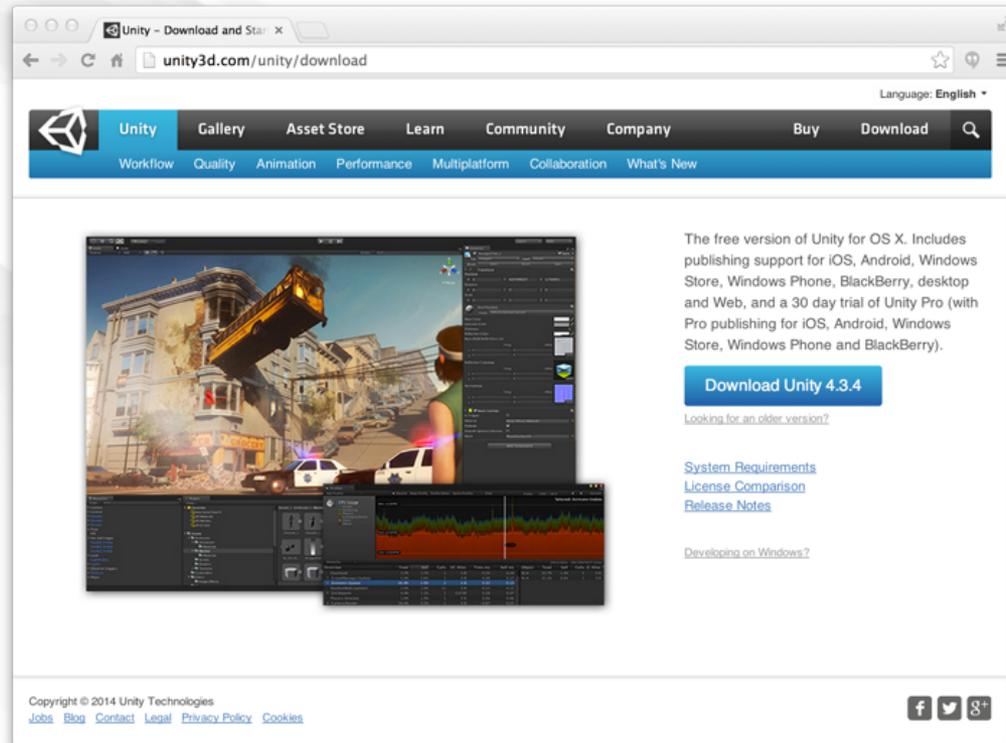
[Developing on Windows?](#)

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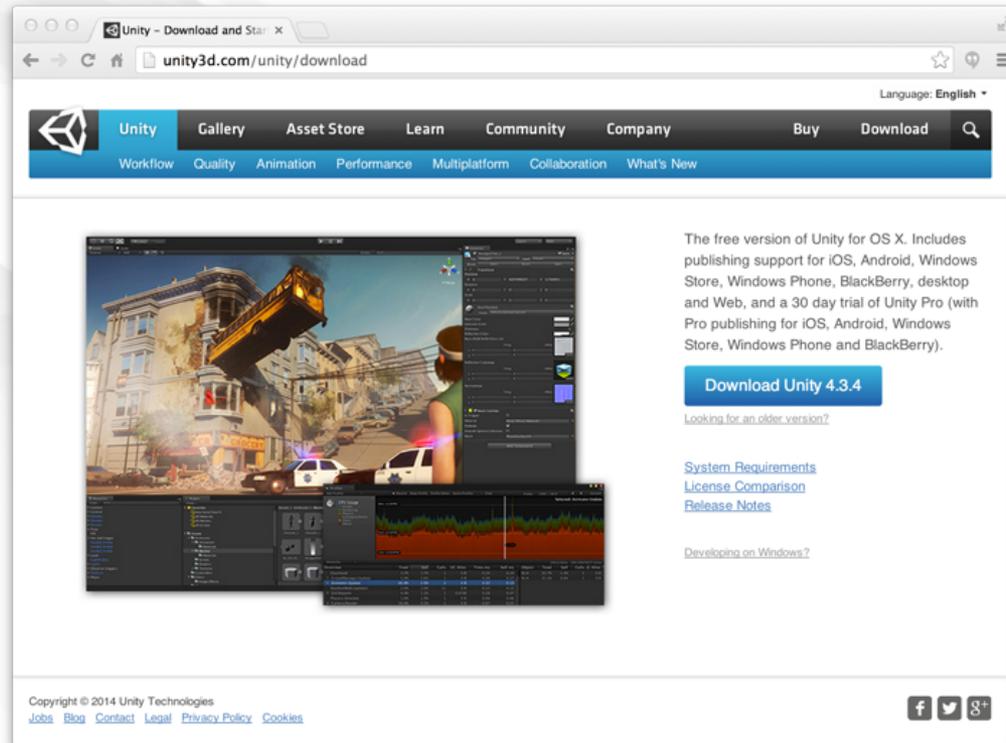
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 - **Leads to greater student confidence and proficiency**

Running Unity for the First Time

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Running Unity for the First Time

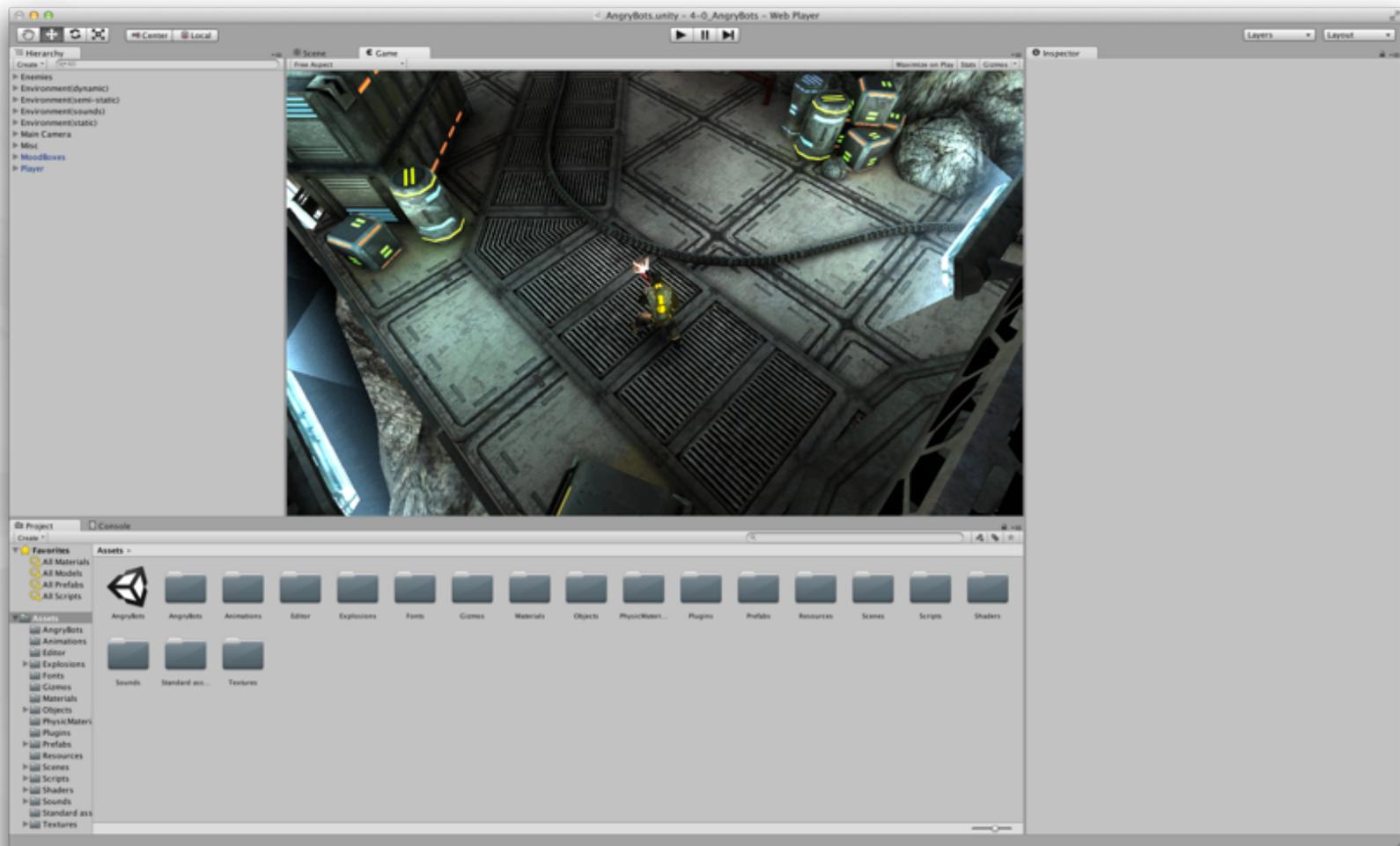
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- Unity Pro costs \$75/month
- You can purchase a year-long student license for Unity Pro from: <http://www.studica.com/Unity-store>

The Unity Demo Project: AngryBots



The Unity window when it opens for the first time

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 - Standing next to some computers will change the wires leading from them from red to green and unlock doors

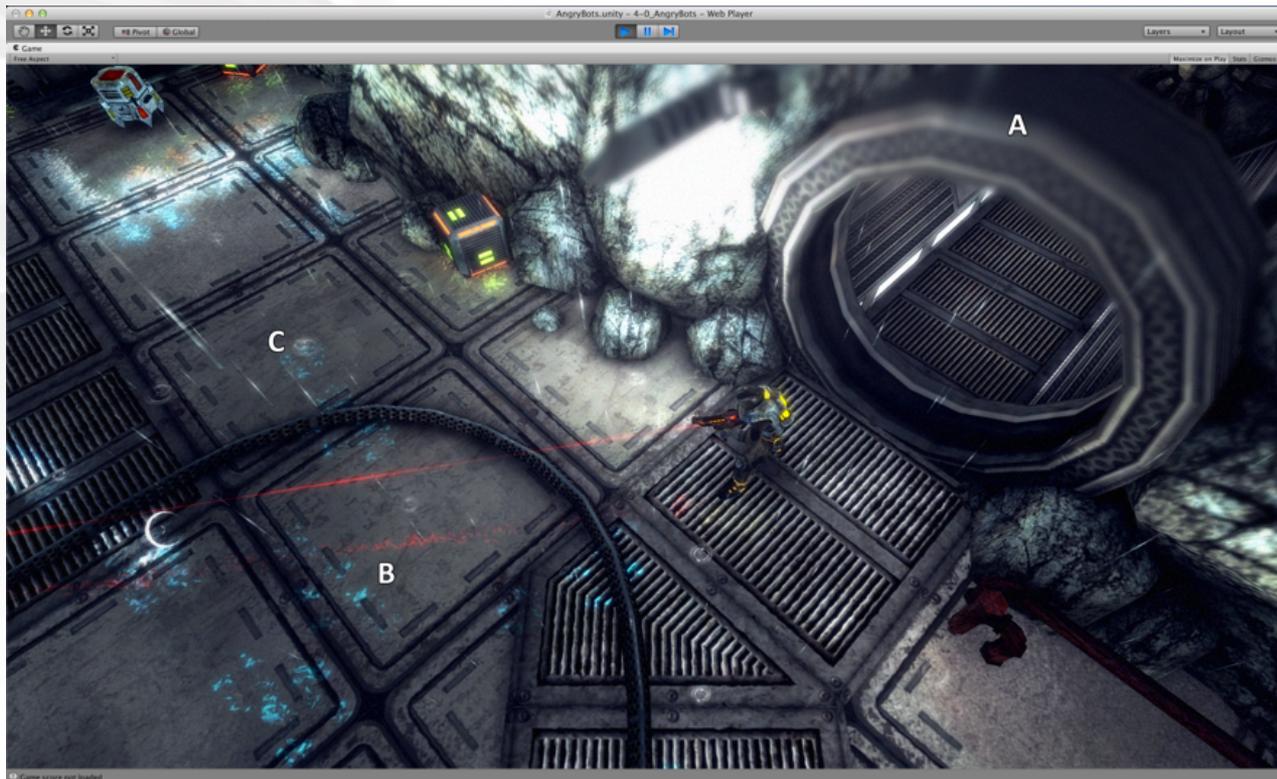
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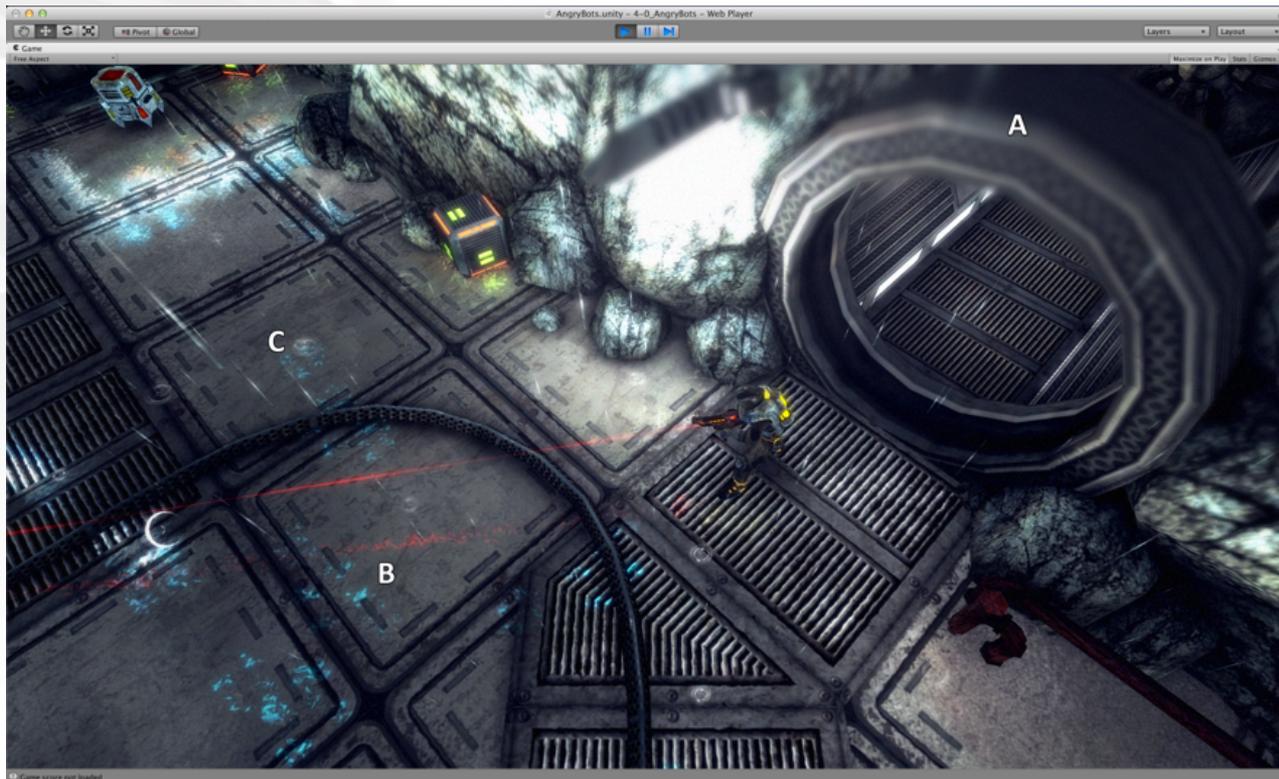
▪ Try playing for about 10-15 minutes

Unity Features Shown in AngryBots



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- Shaders



Unity Features Shown in AngryBots

- **Shaders**

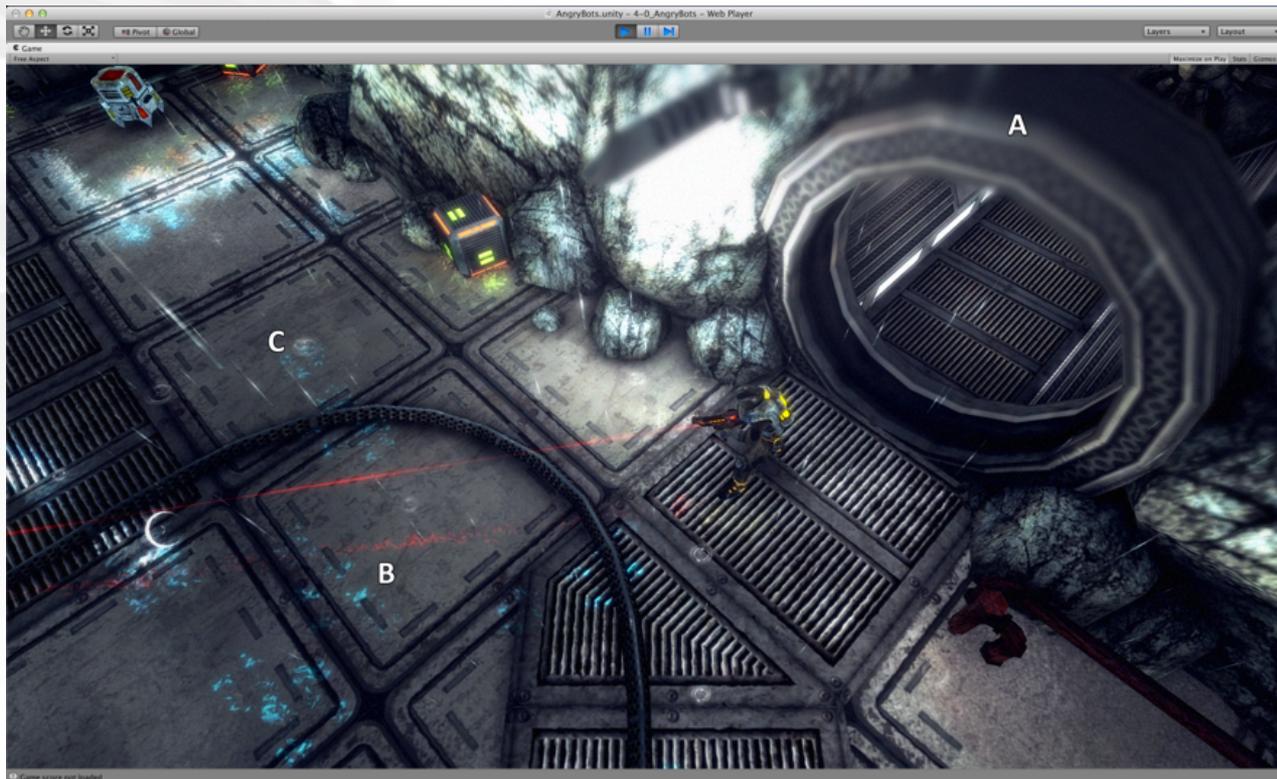
- **A: Depth of field shader (Unity Pro only)**



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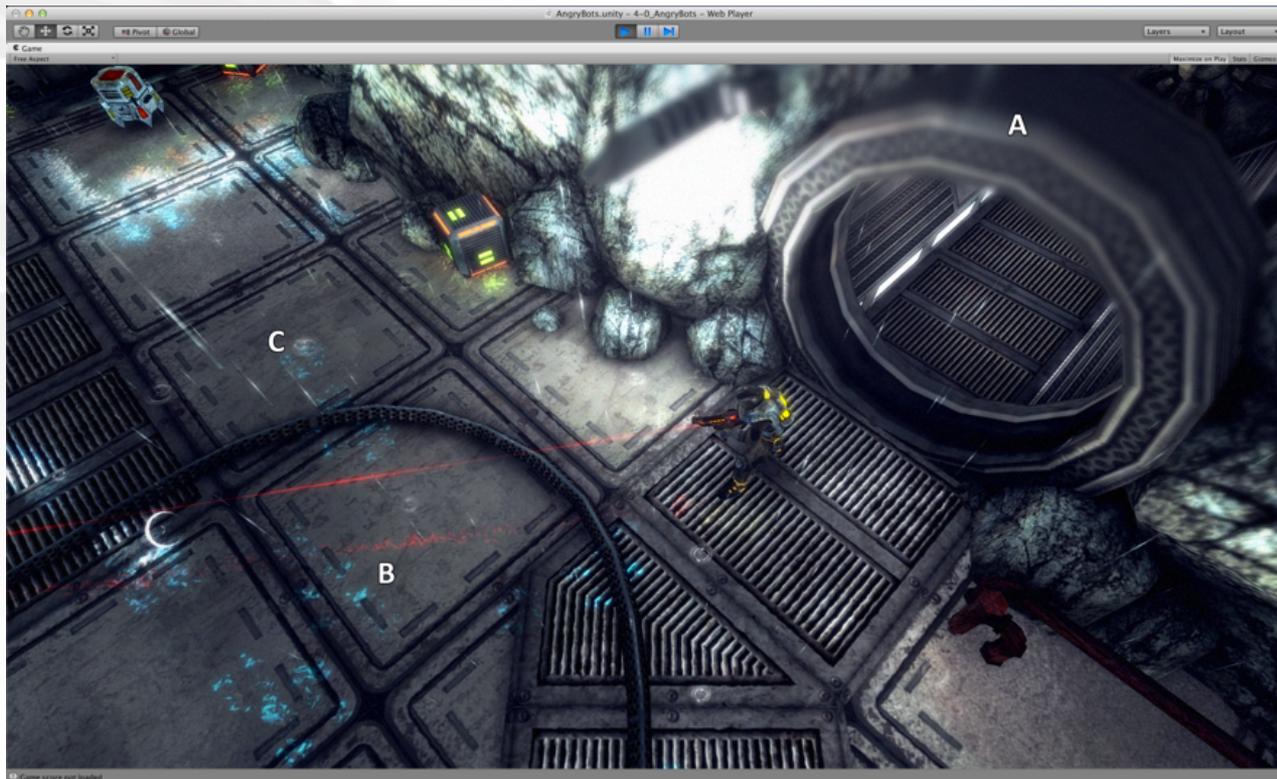
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- B: Reflections (Unity Pro only)



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▪ **Character rigging and animation**

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▪ **Artificial Intelligence-based Pathing**

- **Enemies will move around objects in a room to track down the player**

Setting Up the Unity Window Layout

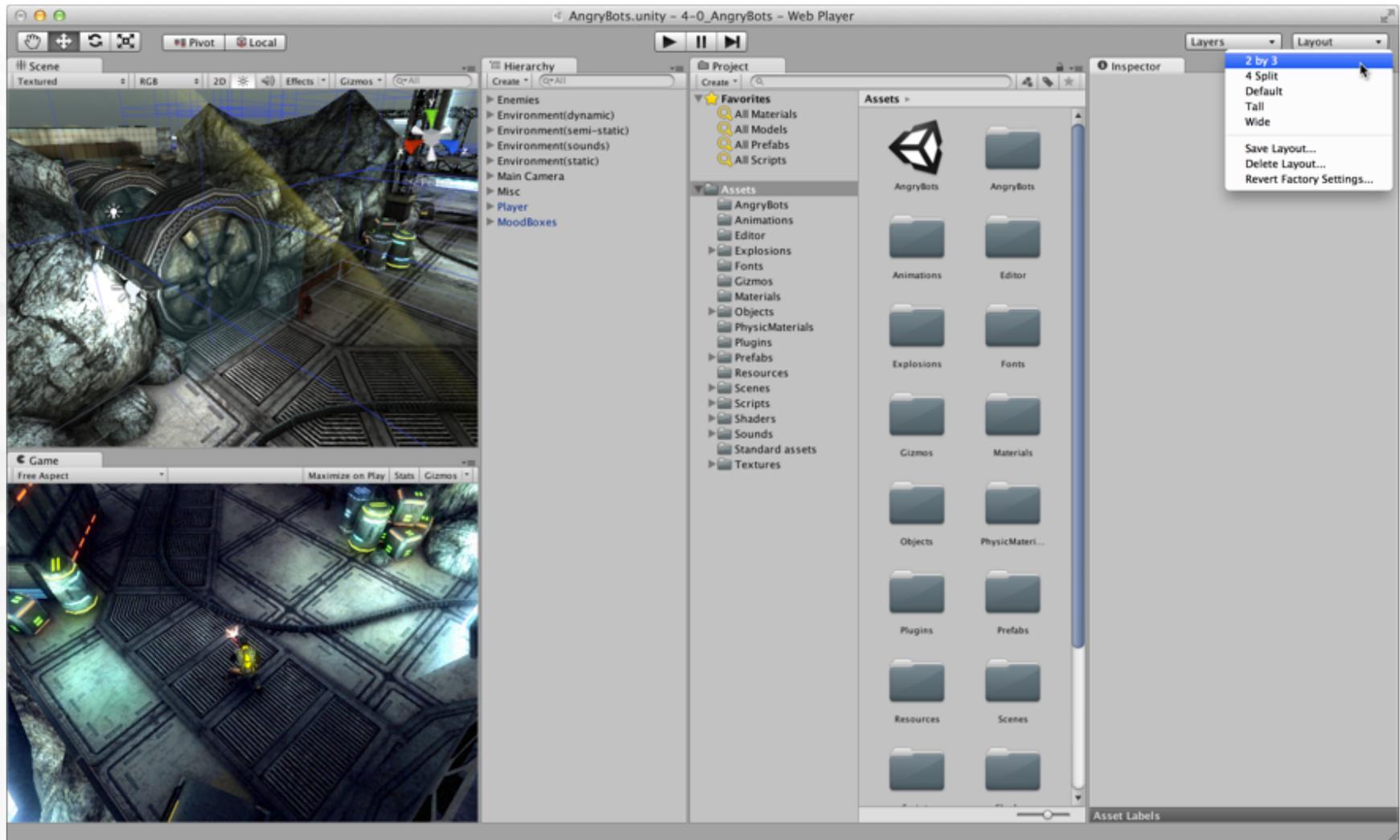
Setting Up the Unity Window Layout

- **Unity allows lots of flexibility in the layout of its window**

Setting Up the Unity Window Layout

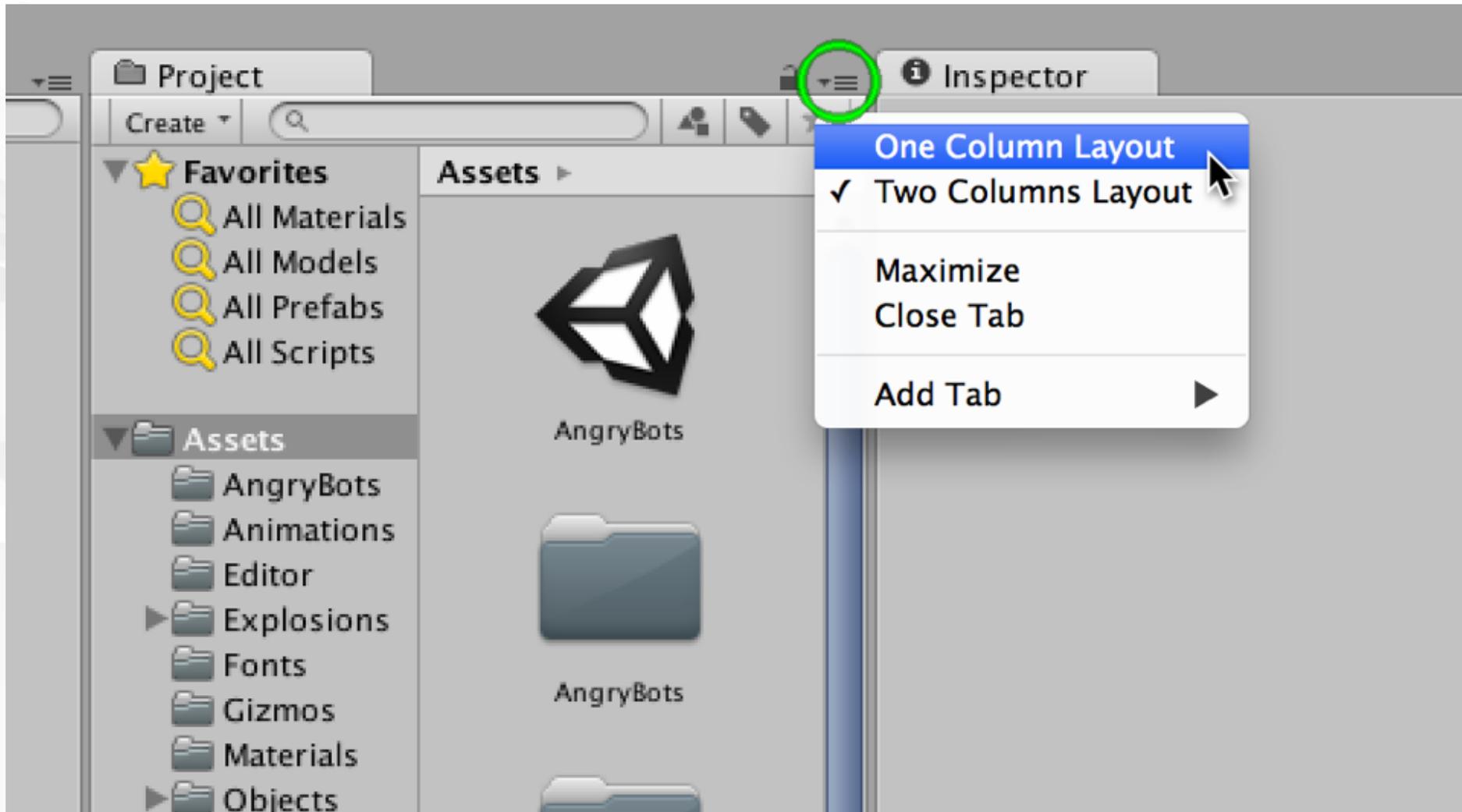
- **Unity allows lots of flexibility in the layout of its window**
- **The following instructions will guide you to the layout that is used throughout the book.**

Setting Up the Unity Window Layout



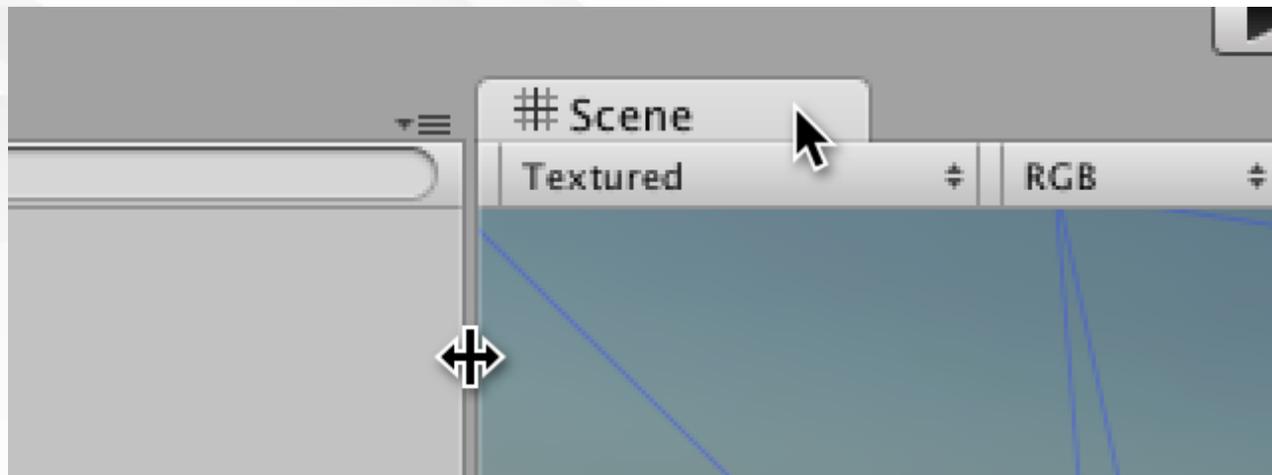
First: Choose the 2 by 3 window layout

Setting Up the Unity Window Layout



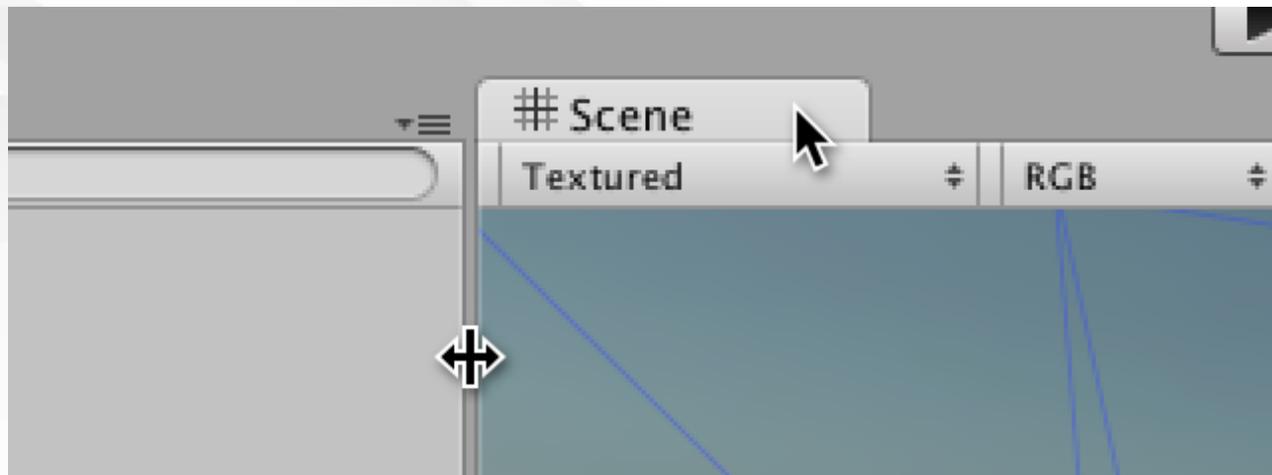
Set the Project pane to *One Column Layout*

Setting Up the Unity Window Layout



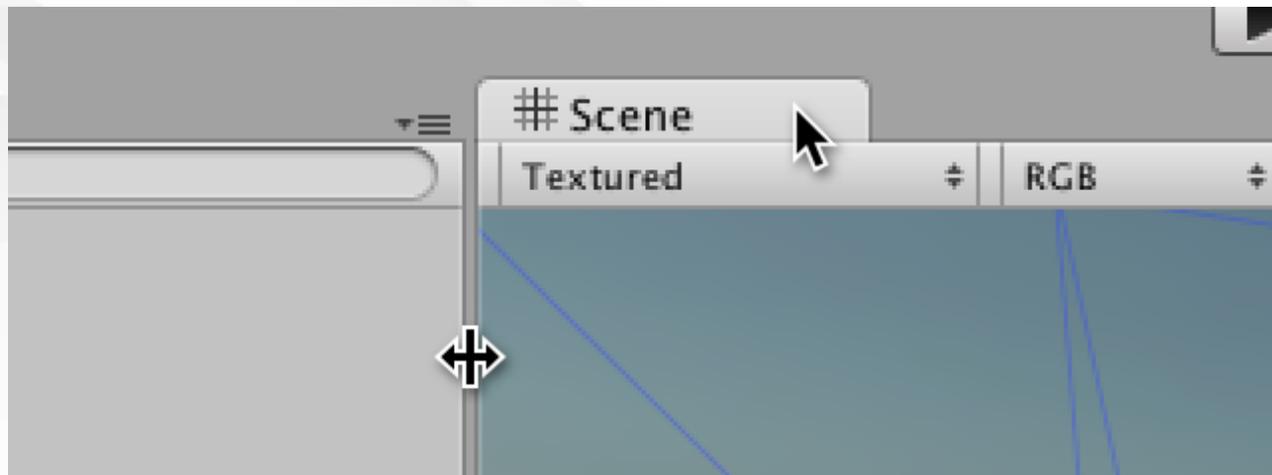
Setting Up the Unity Window Layout

- Unity window panes can be moved in two ways:



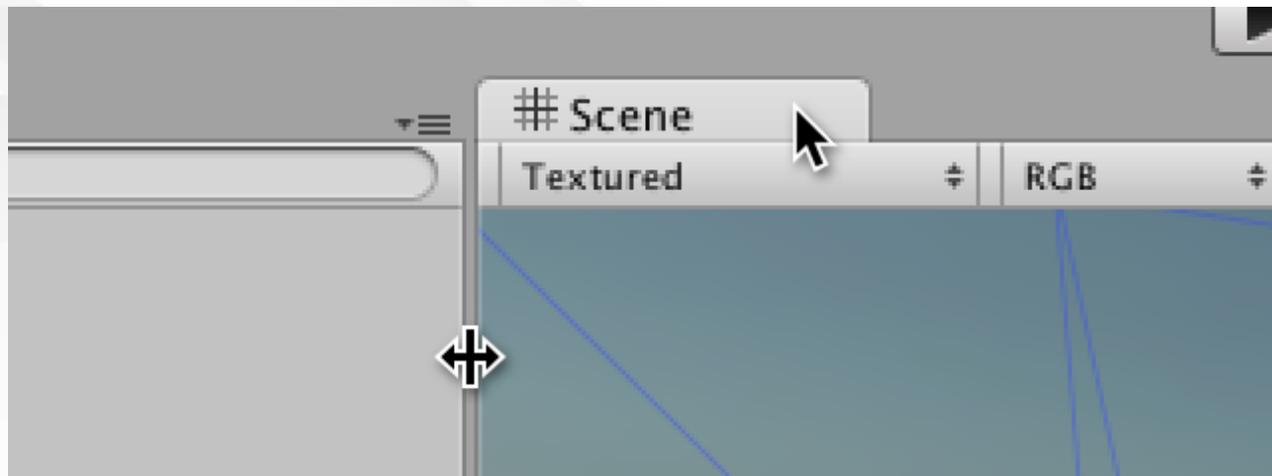
Setting Up the Unity Window Layout

- **Unity window panes can be moved in two ways:**
 - Panes can be grabbed by their tab and moved as shown by the Arrow cursor

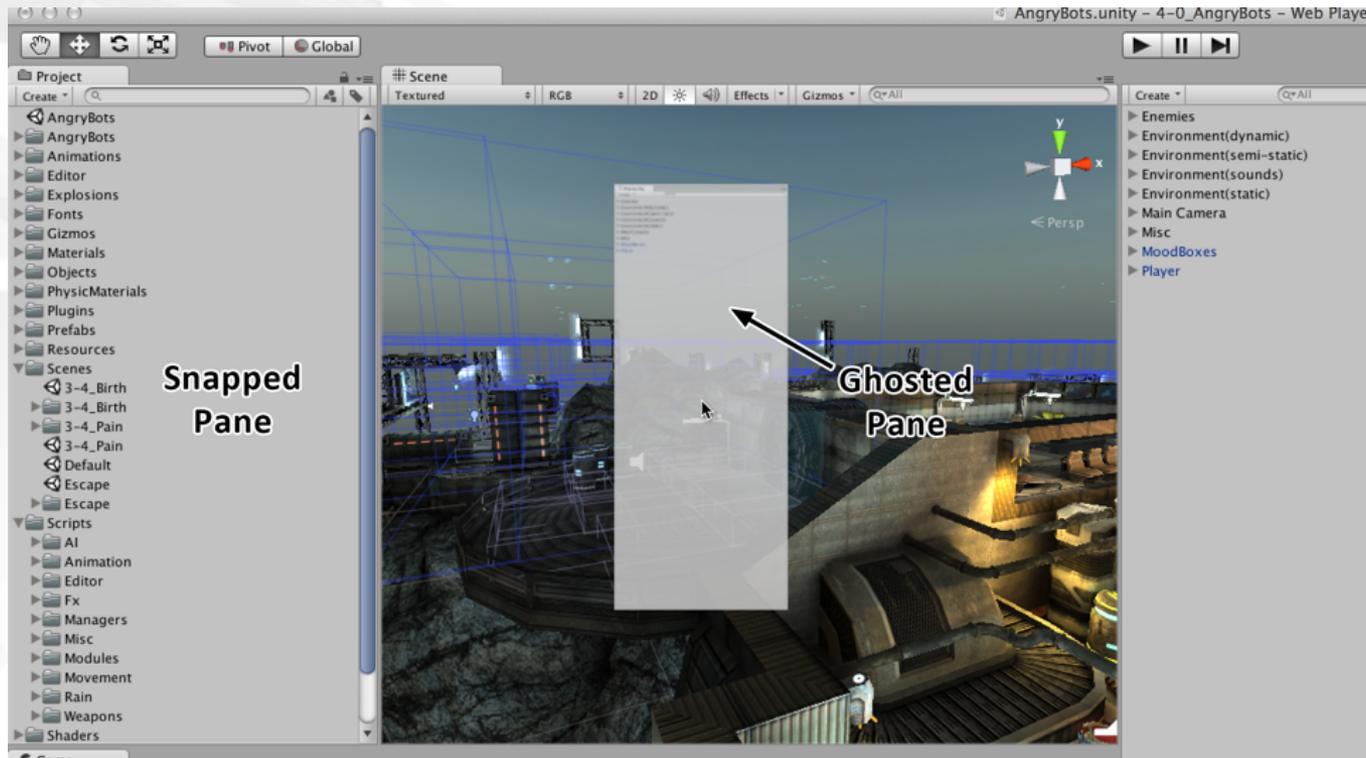


Setting Up the Unity Window Layout

- **Unity window panes can be moved in two ways:**
 - Panes can be grabbed by their tab and moved as shown by the **Arrow cursor**
 - Pane borders can also be moved as shown by the **Left-Right Resize Arrow cursor**.

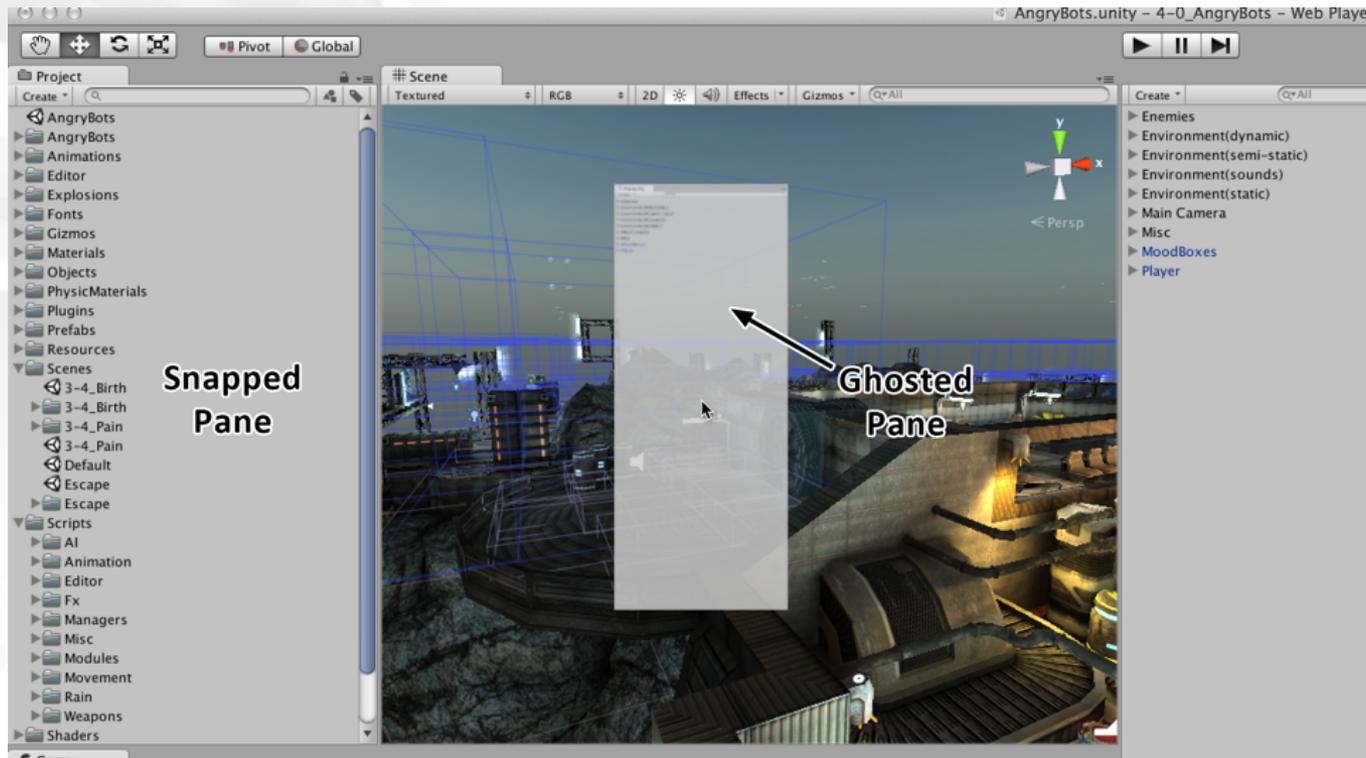


Setting Up the Unity Window Layout



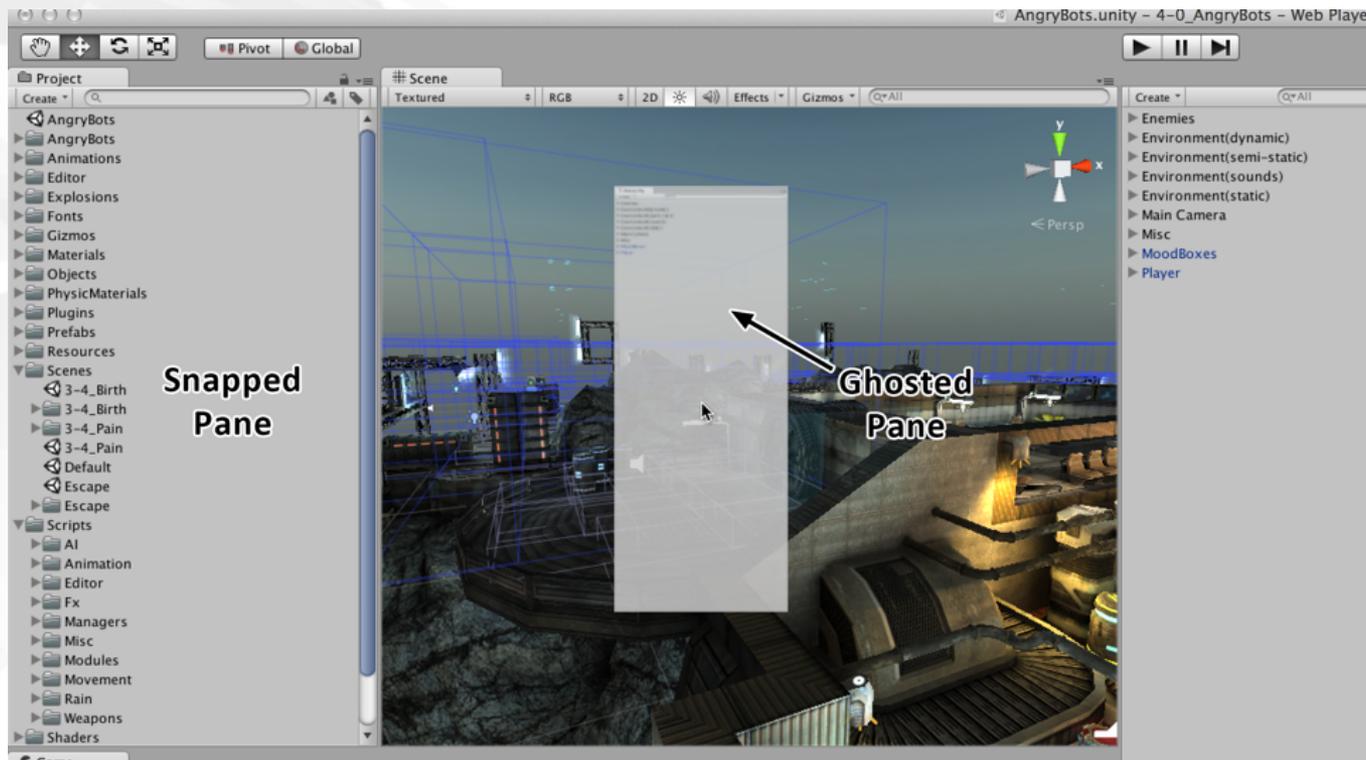
Setting Up the Unity Window Layout

- When a pane is moving, it is ghosted

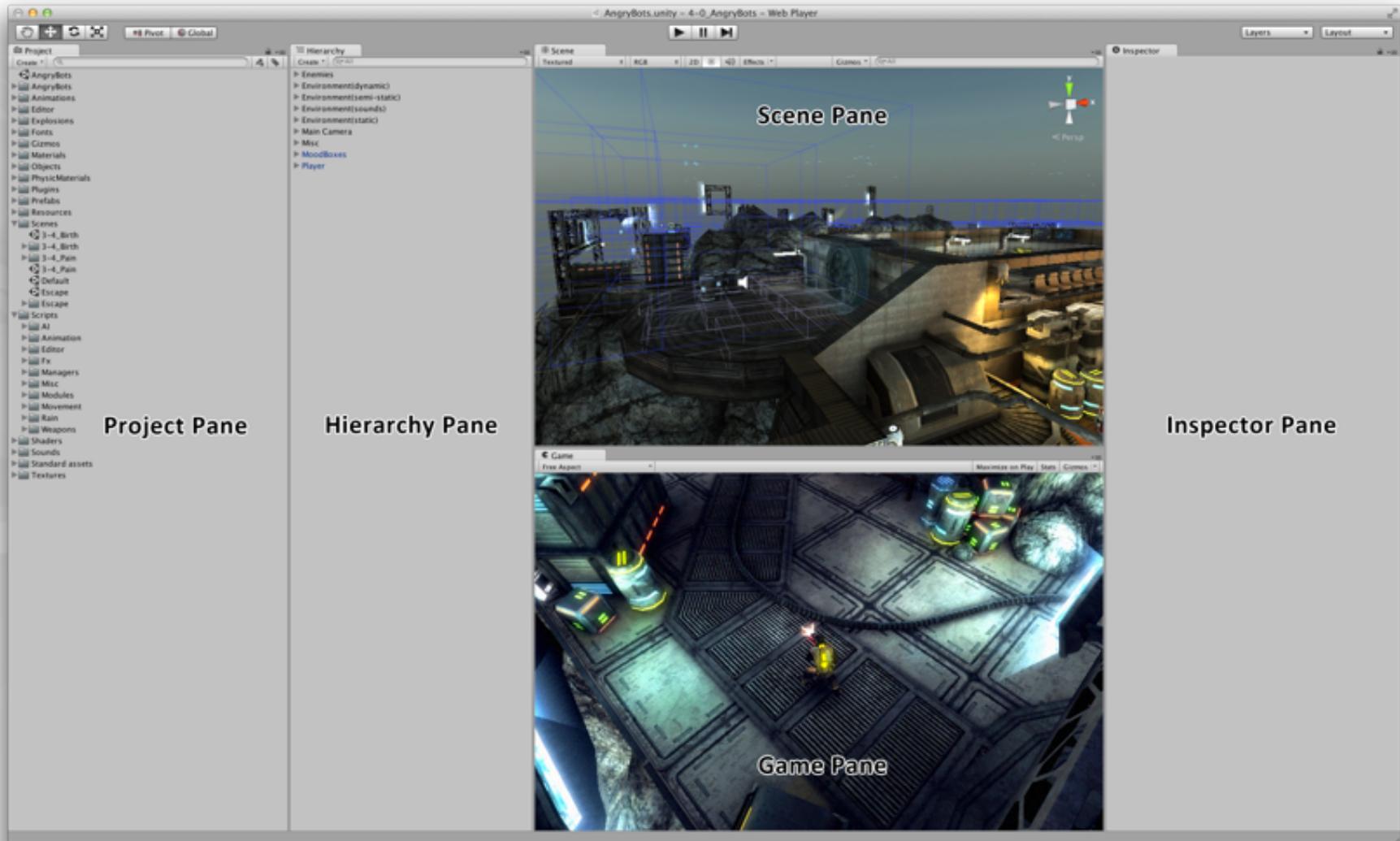


Setting Up the Unity Window Layout

- When a pane is moving, it is ghosted
- When in a location that it can snap to, it will unghost and move into the snapped position

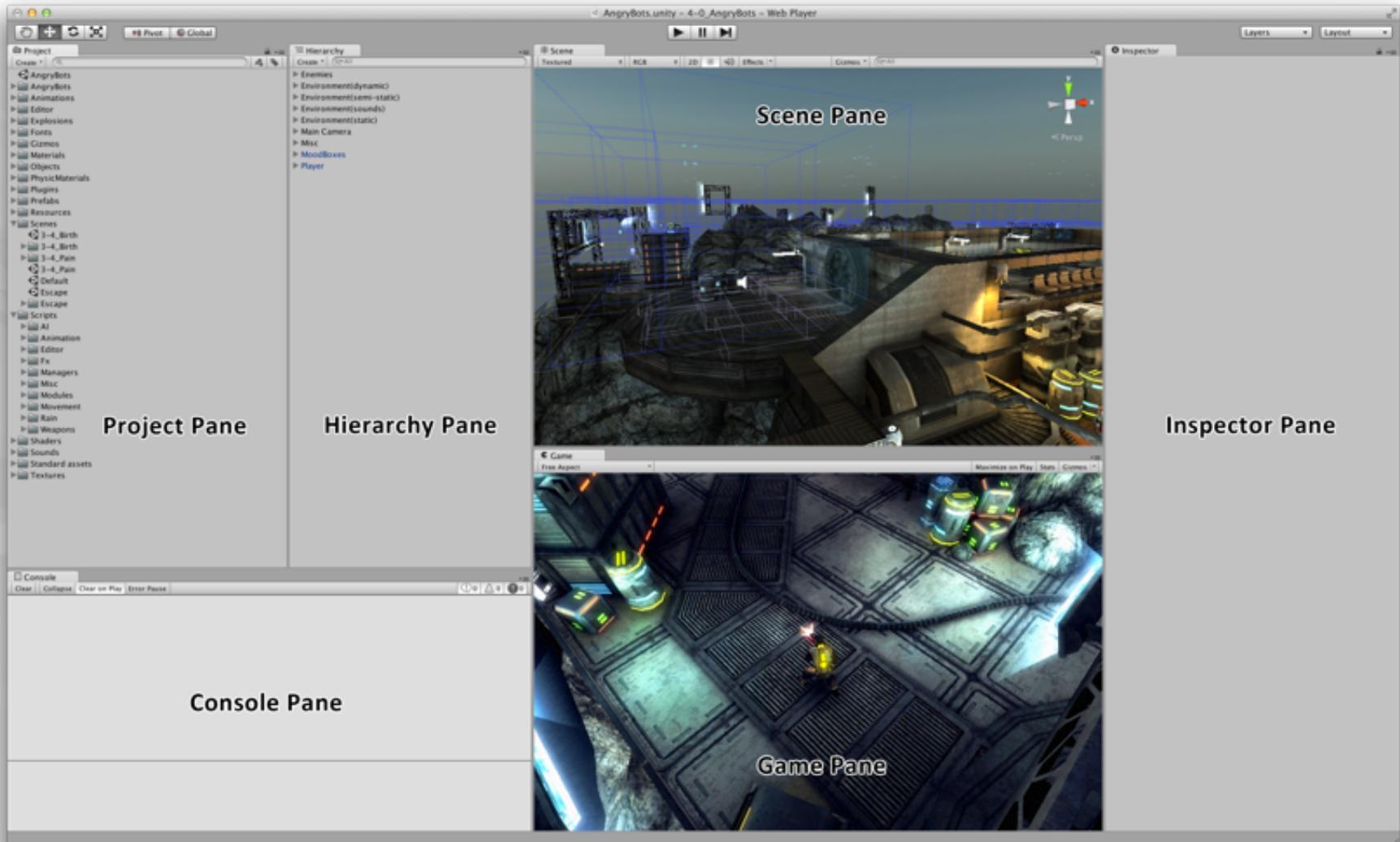


Setting Up the Unity Window Layout



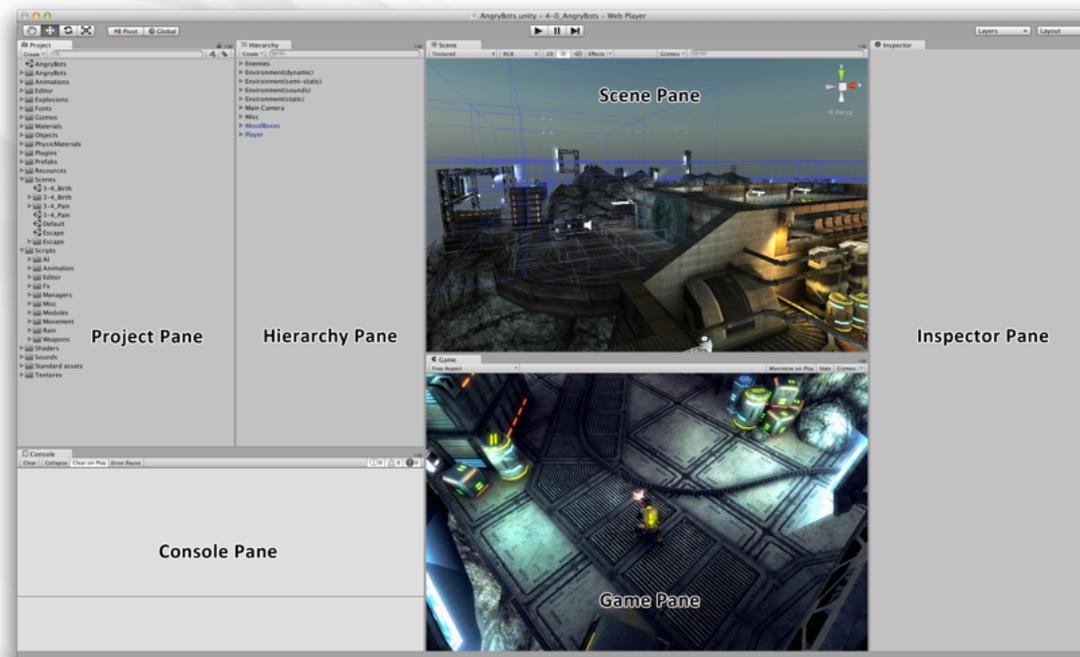
Move the panes to the locations shown above

Setting Up the Unity Window Layout



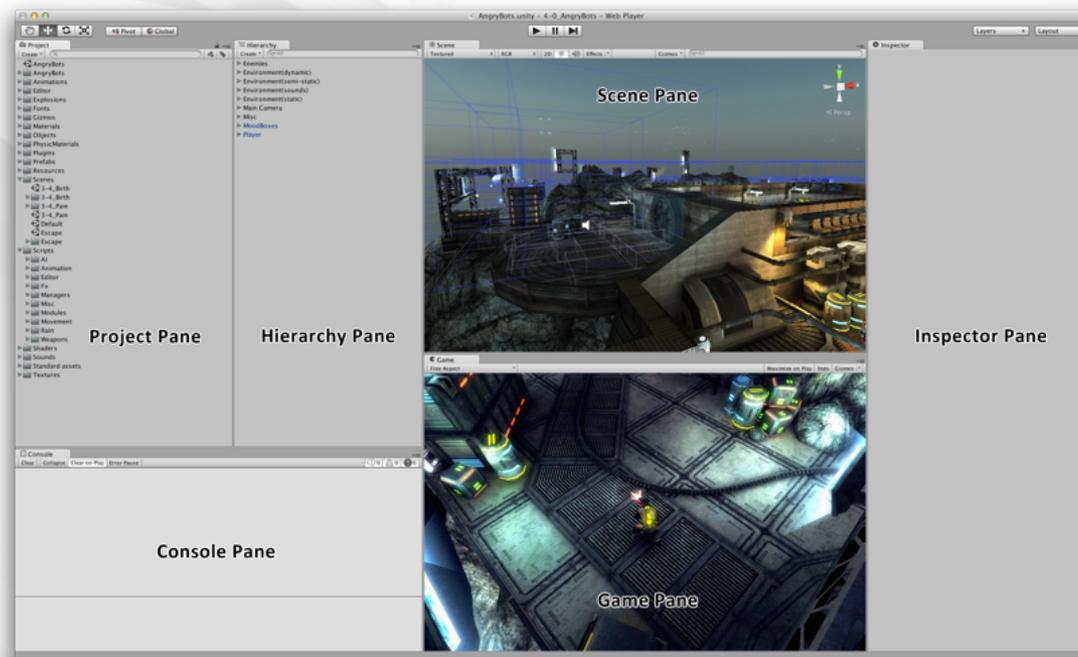
You also need to add the Console pane

Setting Up the Unity Window Layout



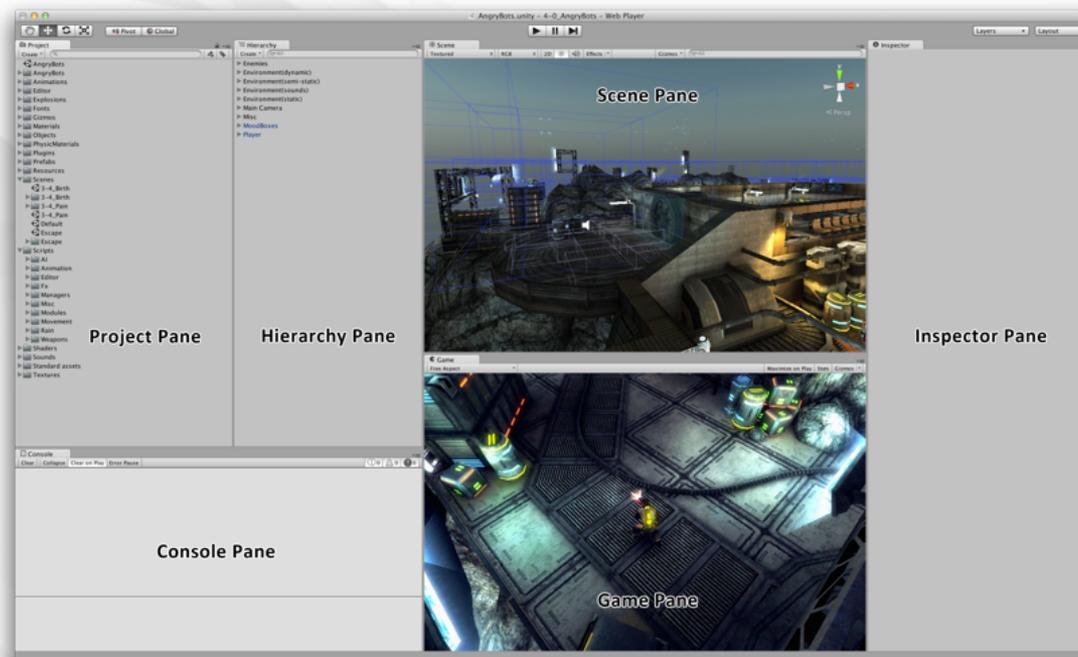
Setting Up the Unity Window Layout

- Adding the Console pane:



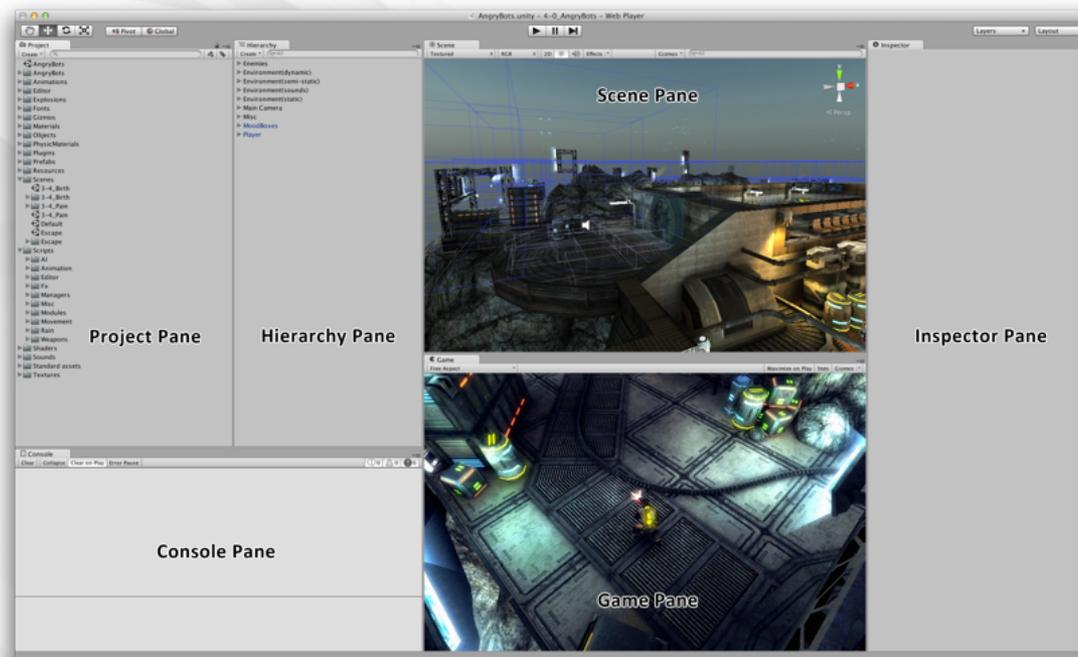
Setting Up the Unity Window Layout

- **Adding the Console pane:**
 - From the menu bar, choose *Window > Console*



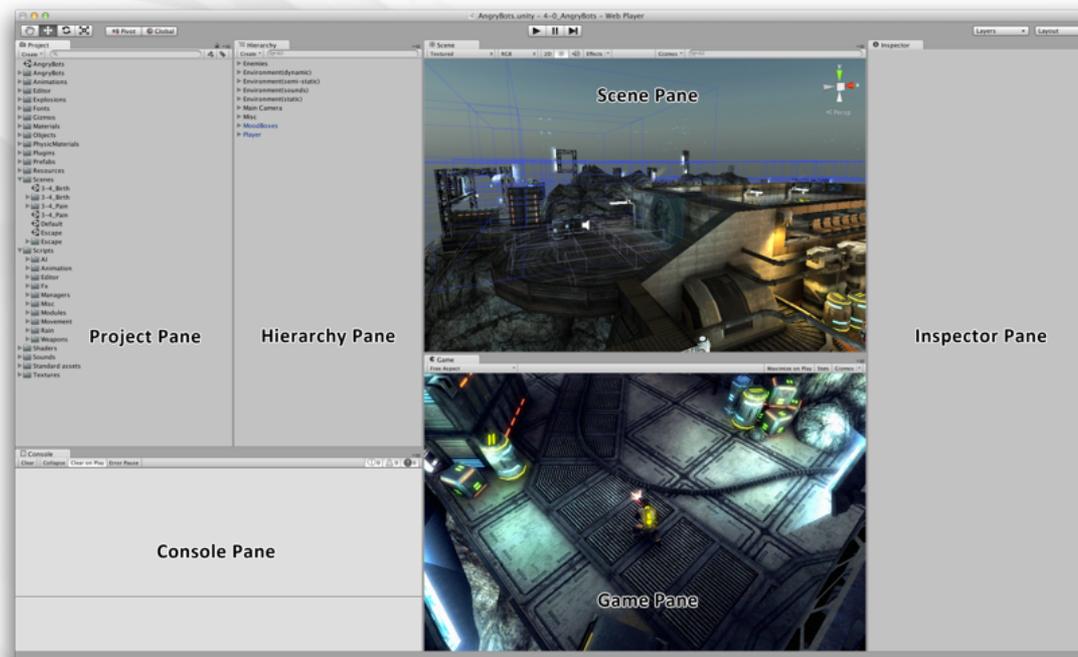
Setting Up the Unity Window Layout

- **Adding the Console pane:**
 - From the menu bar, choose *Window > Console*
 - Drag the Console pane below the Hierarchy pane

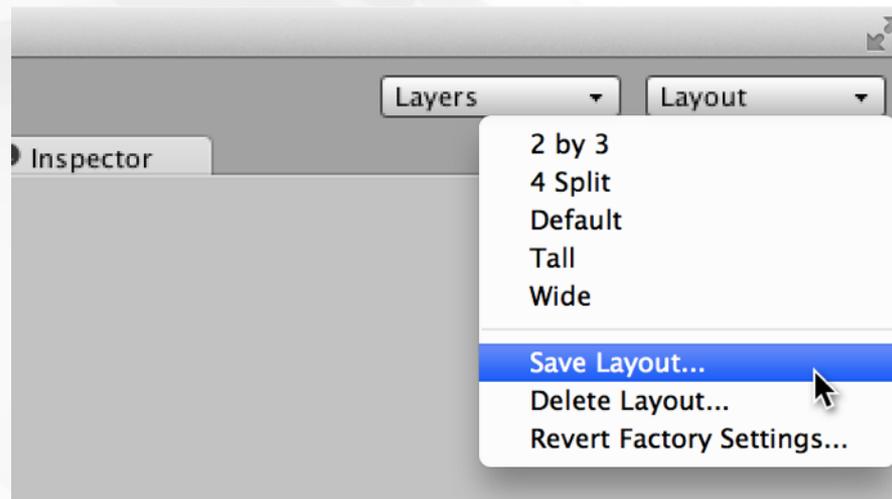


Setting Up the Unity Window Layout

- **Adding the Console pane:**
 - From the menu bar, choose *Window > Console*
 - Drag the Console pane below the Hierarchy pane
 - Move the Project pane to the left of the Hierarchy pane

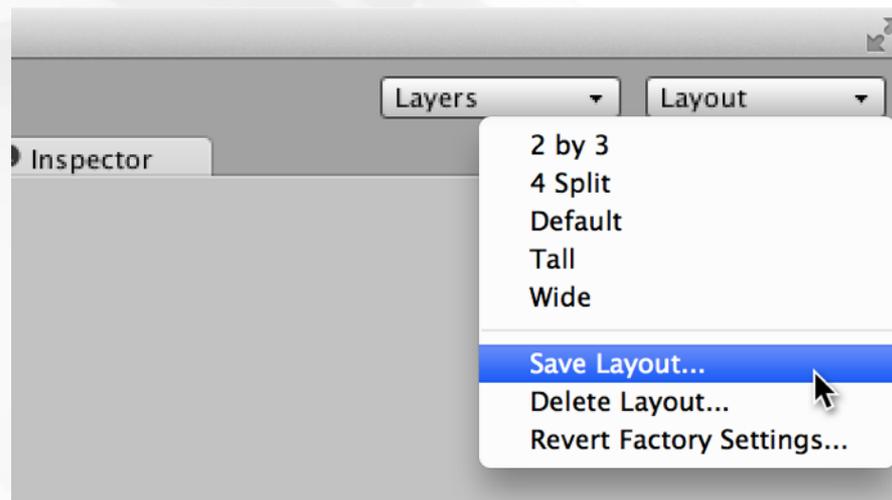


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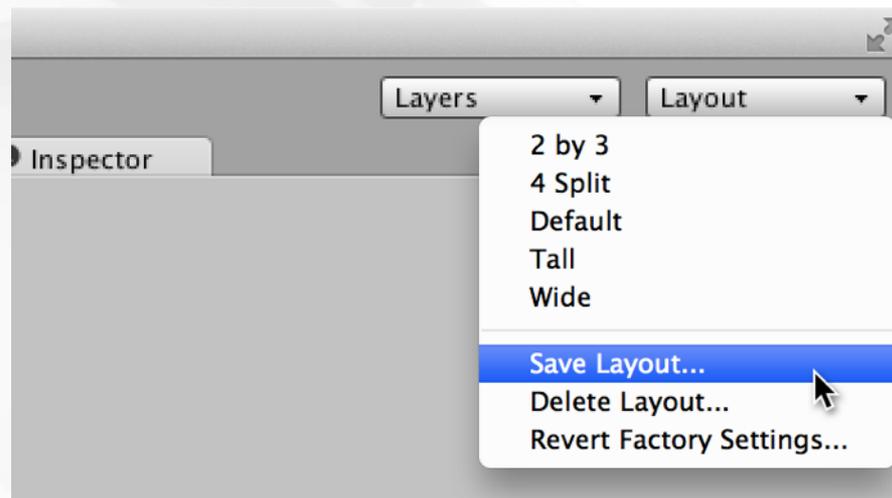
Setting Up the Unity Window Layout

- **Save this layout!**



Setting Up the Unity Window Layout

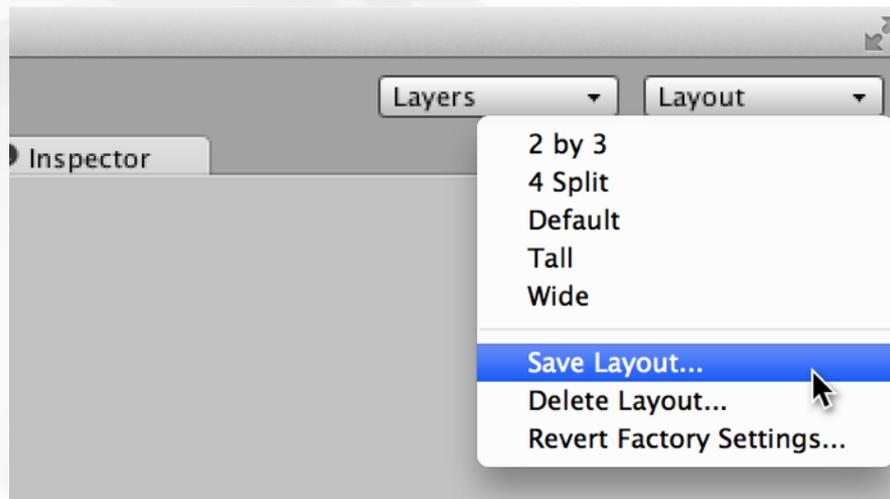
- **Save this layout!**
 - Choose *Save Layout...* from the Layout pop-up menu



Setting Up the Unity Window Layout

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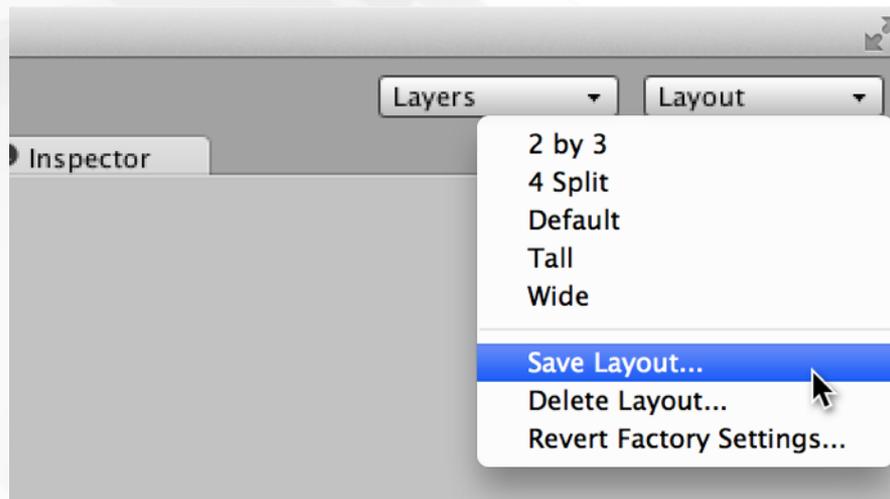
- Choose ***Save Layout...*** from the **Layout pop-up menu**
- **Name the layout:** (don't include quotation marks in the name)
 - " **Game Dev**" on Mac with a space before the "G"
 - "**_Game Dev**" on PC with an underscore before the "G"



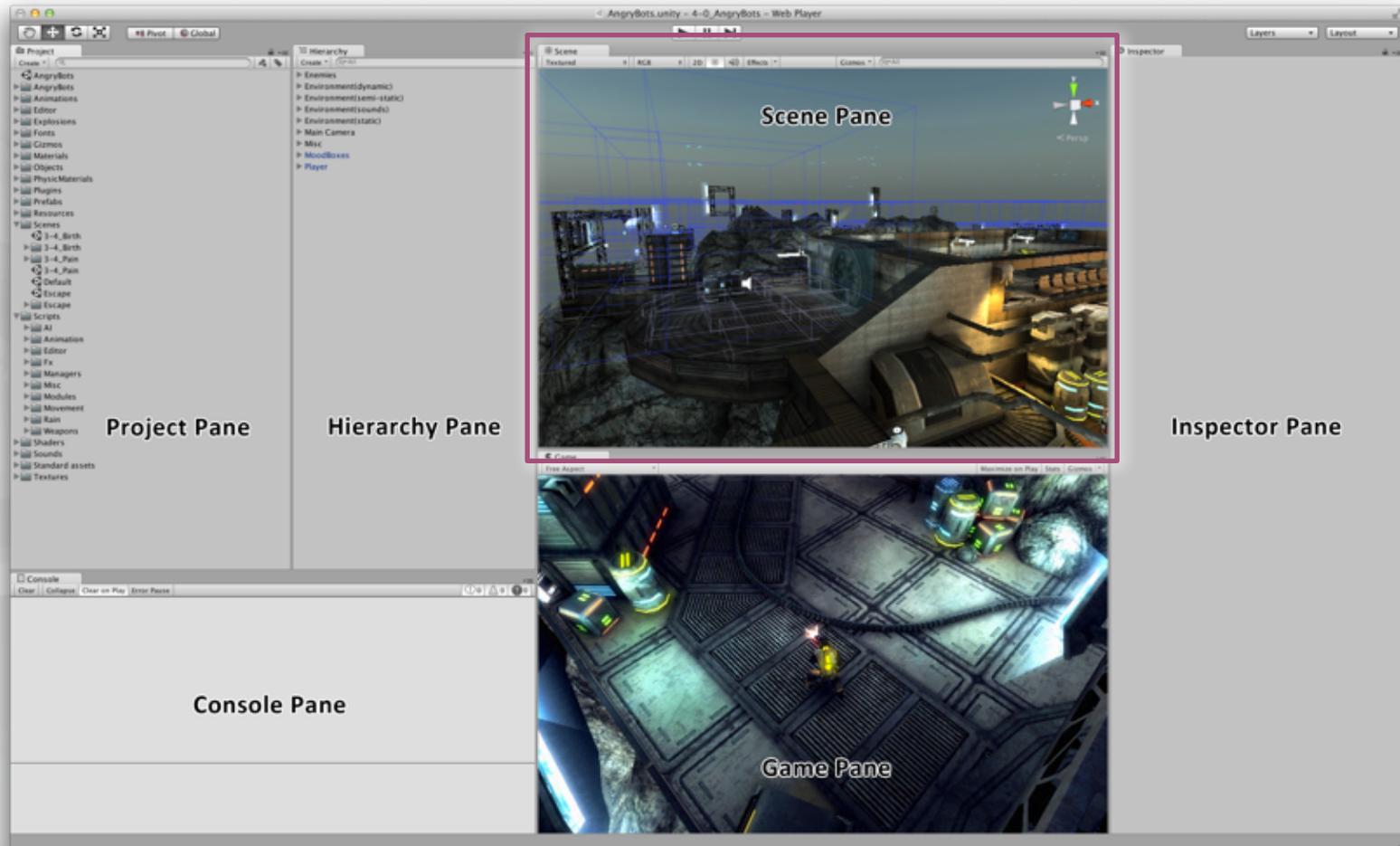
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- **These names will sort the new layout to the top of the list**



Understanding the Unity Window Panes



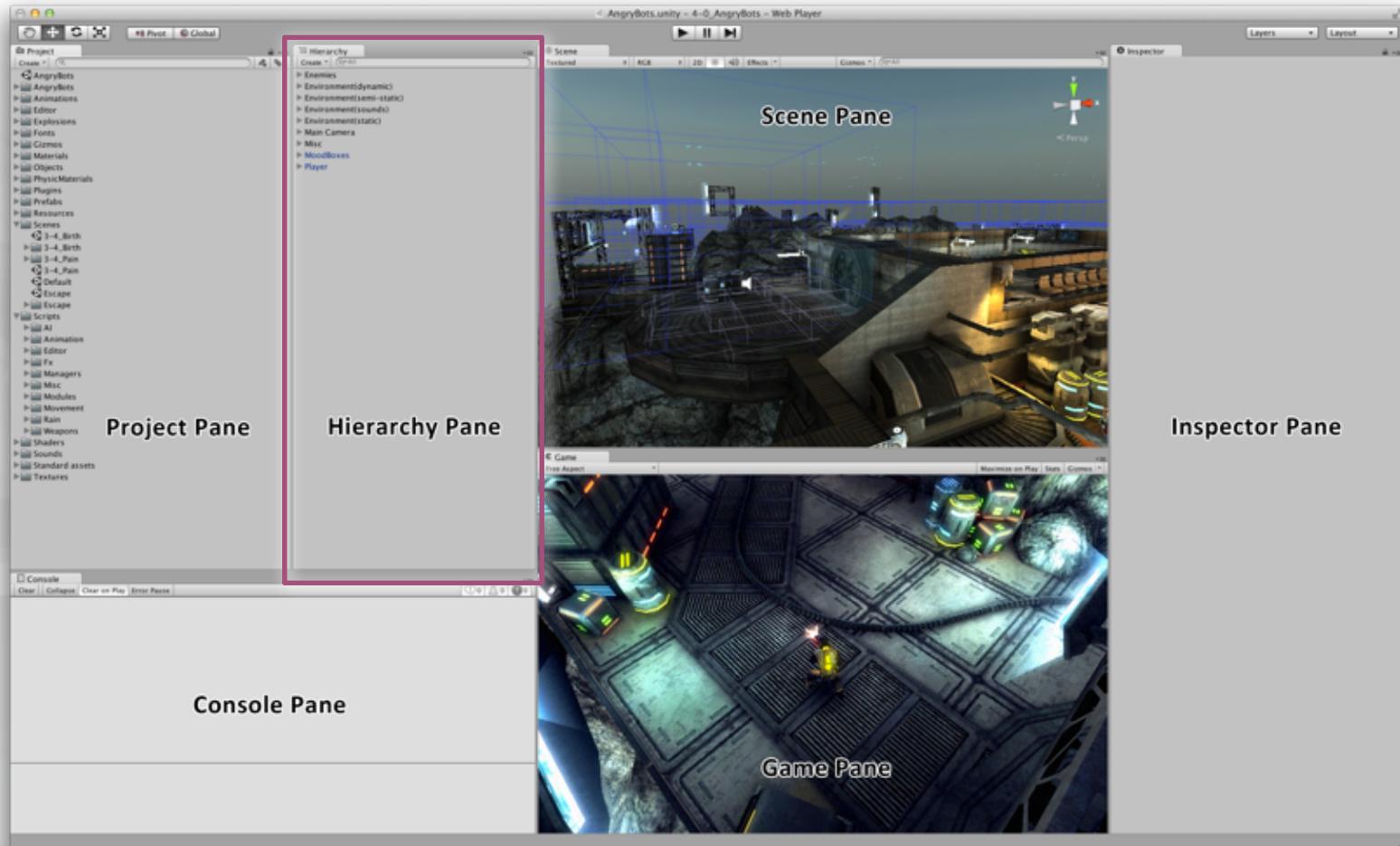
Scene Pane: Allows you to move around the 3D scene and select, move, rotate, and scale GameObjects.

Understanding the Unity Window Panes



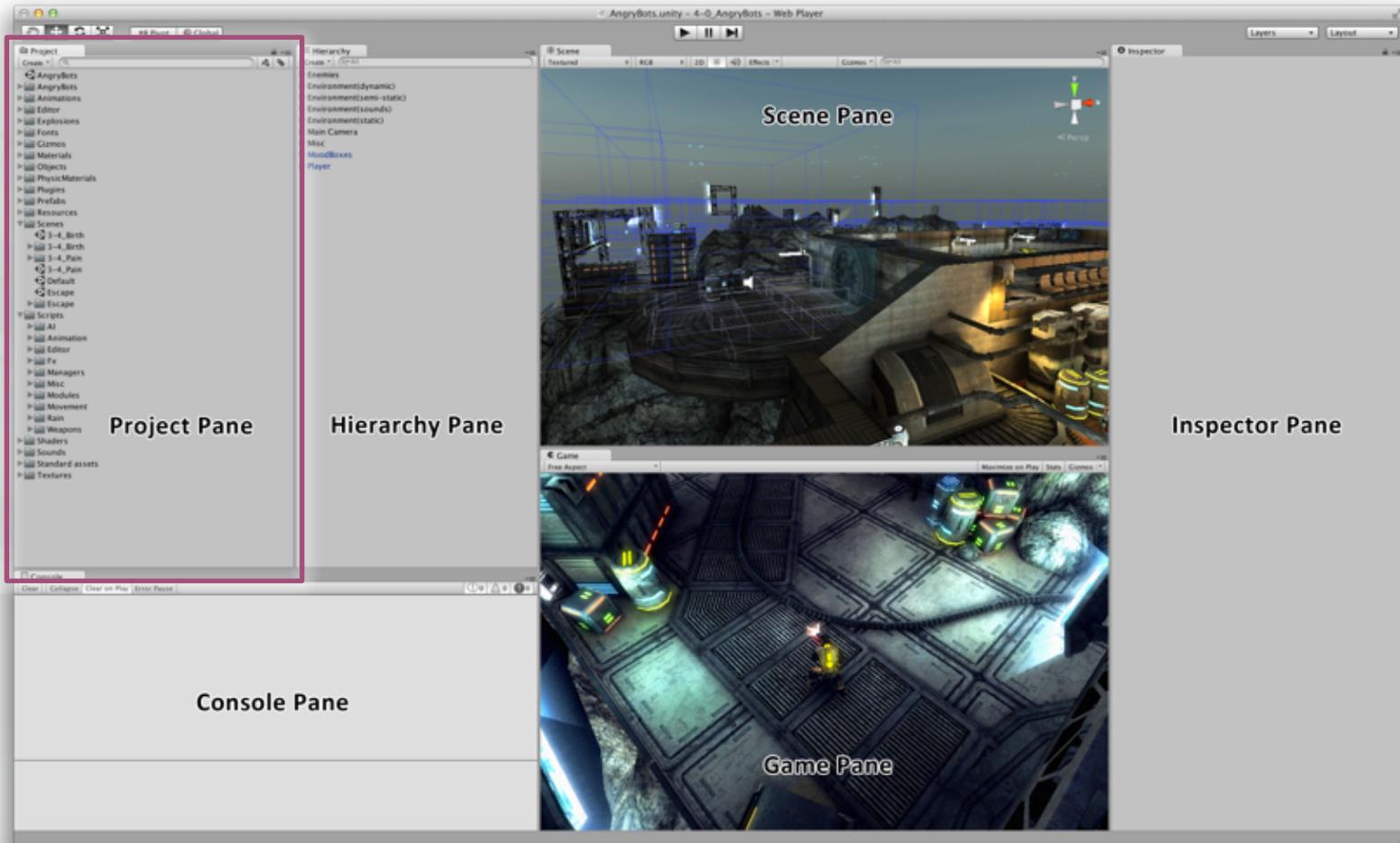
Game Pane: Shows you a preview of the gameplay. Shows the view from the Main Camera in the scene.

Understanding the Unity Window Panes



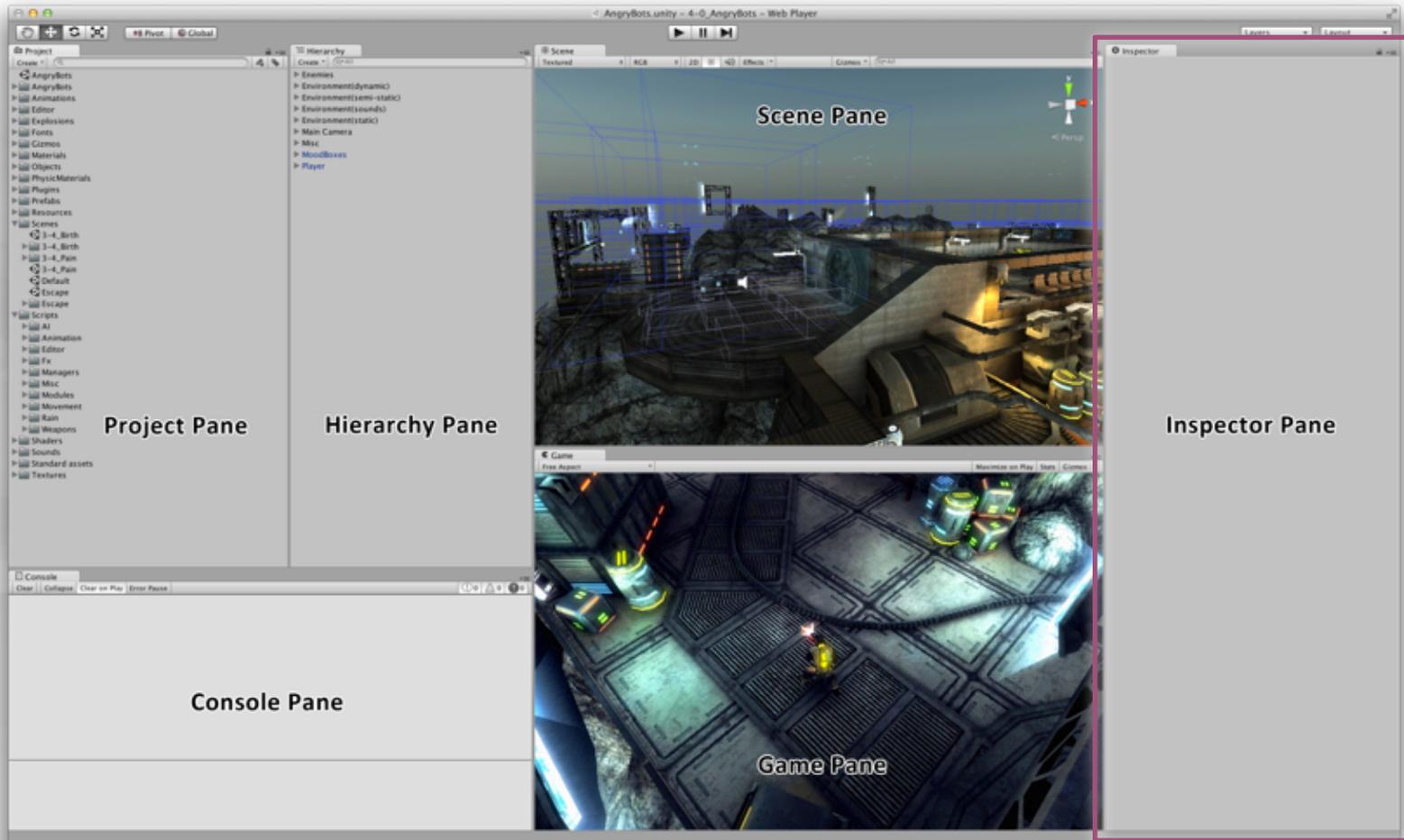
Hierarchy Pane: A list of every GameObject in the scene. Maintains a hierarchy of parent and child GameObjects.

Understanding the Unity Window Panes



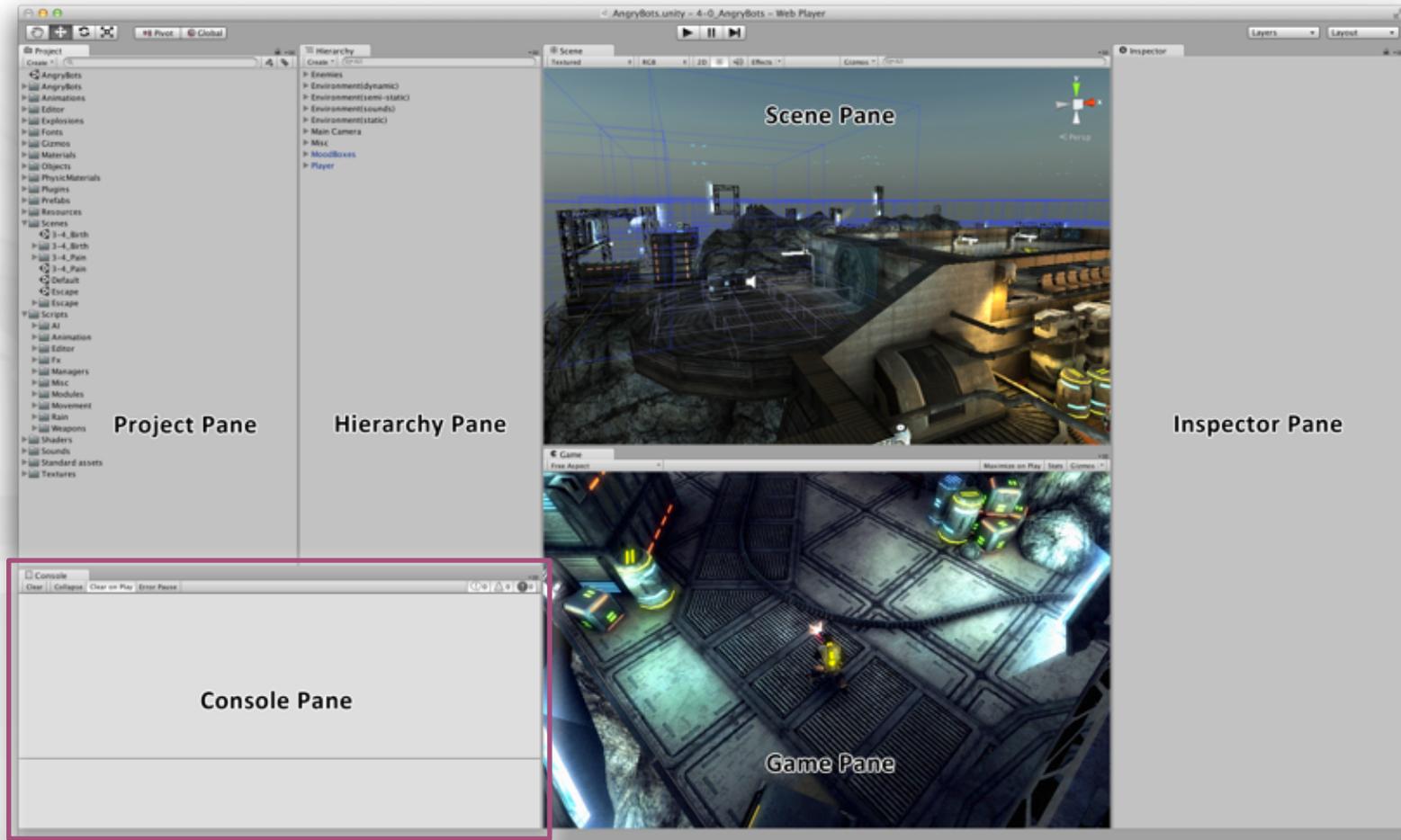
Project Pane: Collection of all assets in the Unity project: everything from models to C# code, images, and sounds.

Understanding the Unity Window Panes



Inspector Pane: Shows details of any selected asset. Allows you to edit the details of any GameObject.

Understanding the Unity Window Panes



Console Pane: Shows messages from Unity and from the C# scripts that you write. Used extensively in Chapter 18.

Chapter 16 – Summary

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- **The Unity window can accept any number of layouts**
 - **You created the " Game Dev" layout that is used throughout this book.**
- **The next chapter will discuss C# in greater detail**