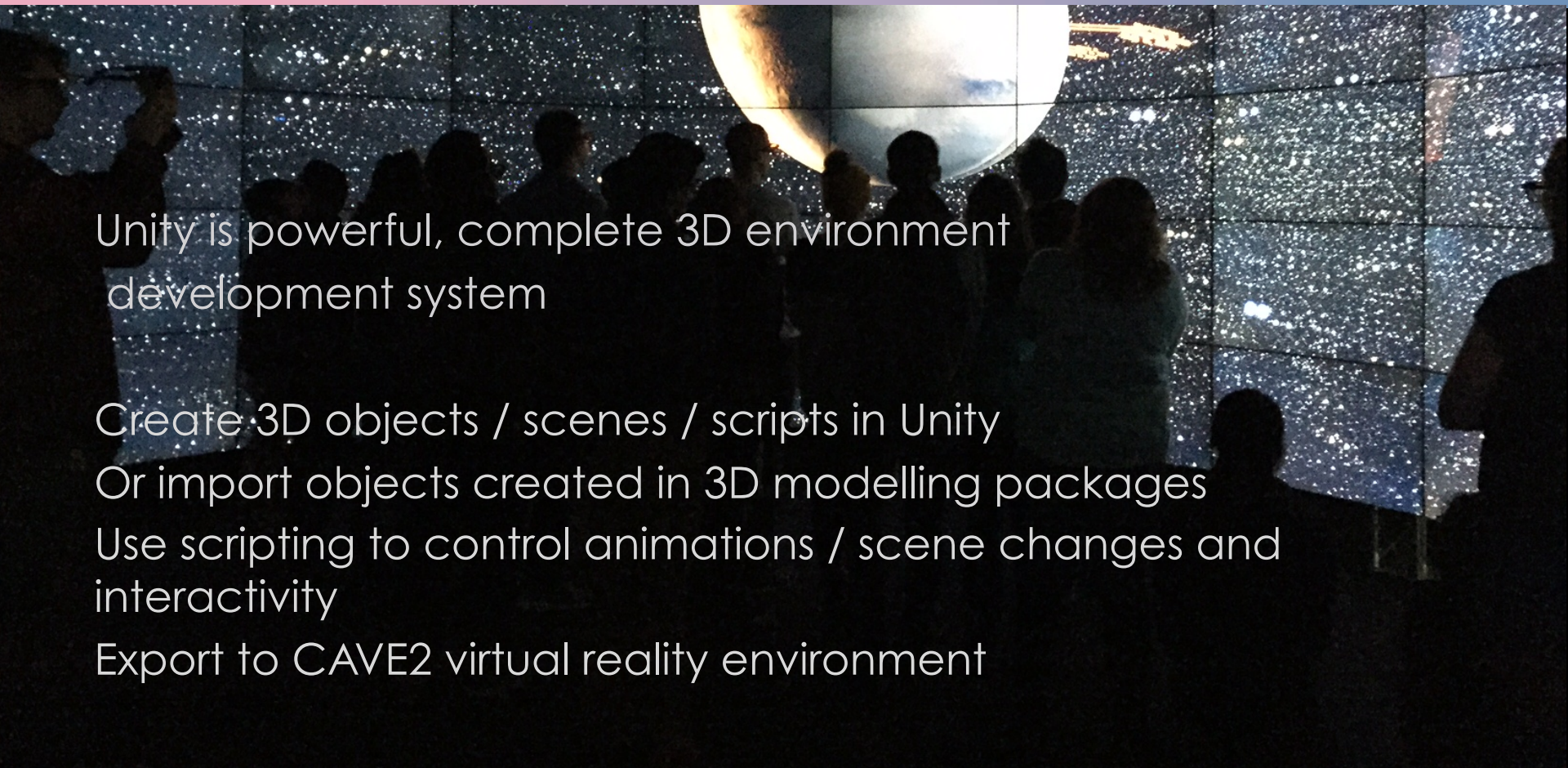
Intro to Unity

Unity Overview
Editor Interface
Primitives
Materials
Textures
Terrain
Prefabs
First Person Controller

What is Unity



Unity is powerful, complete 3D environment development system

Create 3D objects / scenes / scripts in Unity

Or import objects created in 3D modelling packages

Use scripting to control animations / scene changes and interactivity

Export to CAVE2 virtual reality environment

What is Unity

Integrated development environment (IDE)
Games and interactve 3D virtual environments development
Commercial game engine (Free and Pro)
Multi-platform
Popular
4.5 million registered users
Large asset store (models, scripts)
Support (formal and community)

What is Unity

- Game engine
  - 3D objects / lighting / physics / animation / scripting
- Accompanying script editor
  - MonoDevelop (win/mac)
  - Can also use Visual Studio (Windows)
- 3D terrain editor
- 3D object animation manager
- GUI system

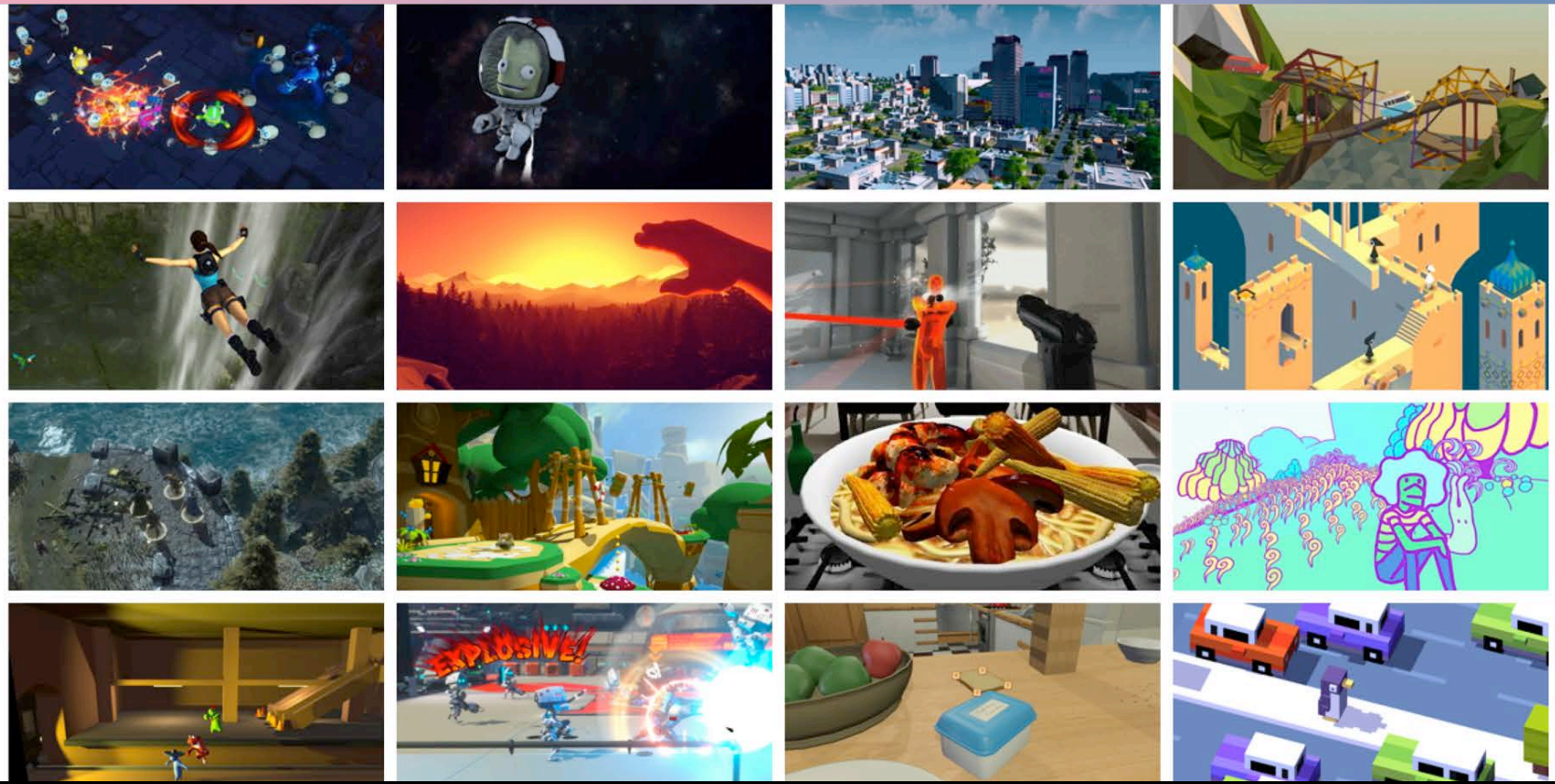
Scripting

MONO compiler

Scripts can be written in

- JavaScript
  - Majority of introductory tutorials are written in Javascript
- C#
  - Unity can be integrated with the Microsoft Visual Studio editor, to get full benefits of code completion, source version control, intergration, serious developers work in C#
- BOO (like Python)
  - Smaller development in this

Unity Games



Unity Games

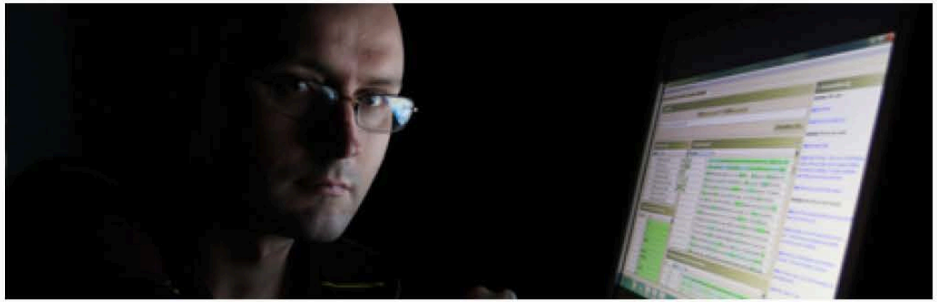
Angry Birds
Deadlock
The forest
Dead trigger
Deus Ex: The Fall
Assassin's Creed: Identity
Satellite Reign
Escape plan
Wasteland 2
and many more https://en.wikipedia.org/wiki/List_of_Unity_games

Institute for Creative Technologies /Skip Rizzo- Medical VR

Creative Technologies

Research

Research Overview



ICT is a multidisciplinary research institute at the University of Southern California focused on exploring and expanding how people engage with computers, through virtual characters, video games, simulated scenarios and other forms of human-computer interaction.

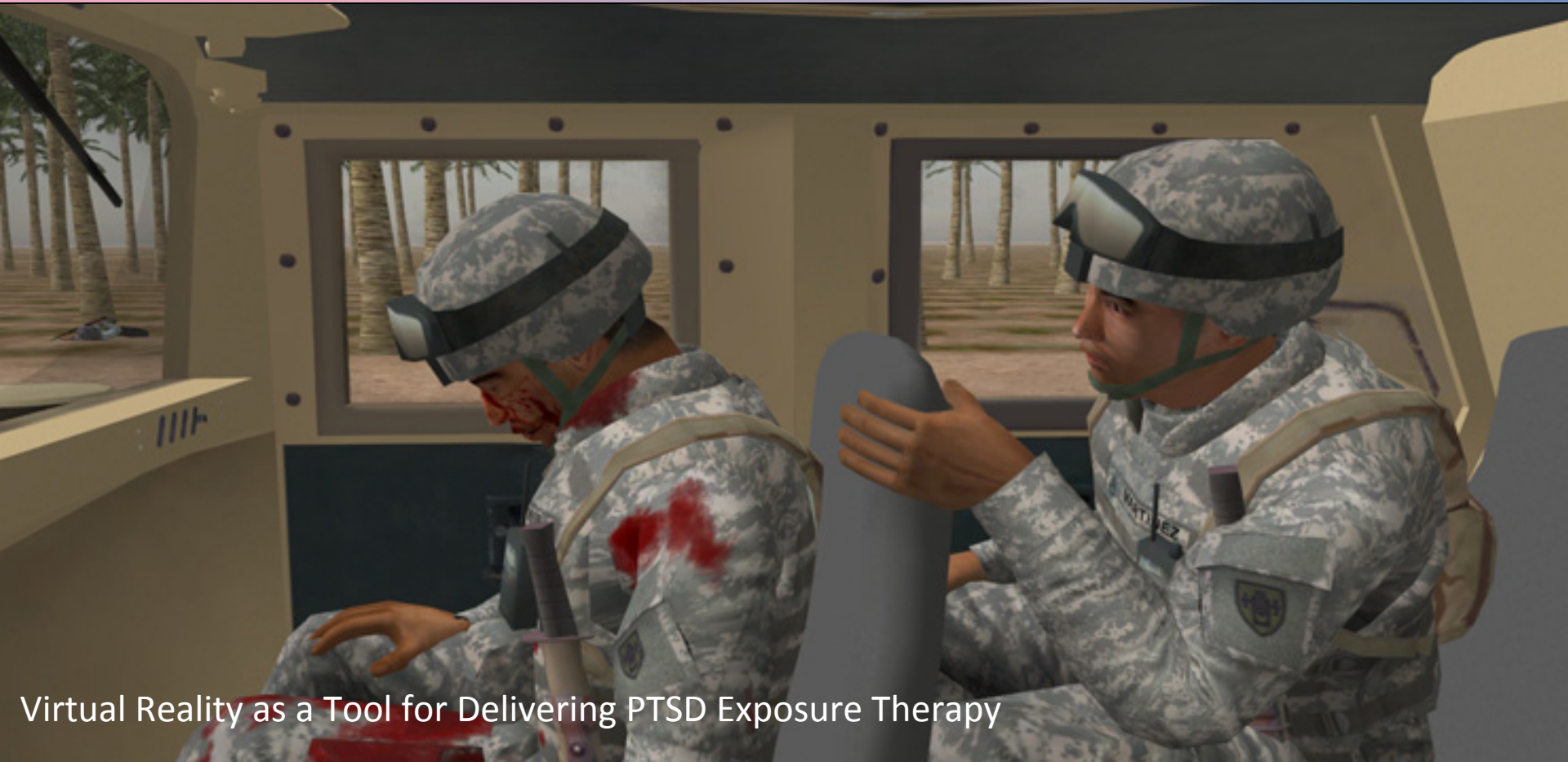
Leading researchers and faculty from computer science, psychology, interactive media

Featured Research

Graphics

The ICT Graphics Laboratory develops new techniques for creating and displaying photo-real computer graphics of people, objects and environments.

Institute for Creative Technologies /Skip Rizzo- Medical VR



Free vs Pro

Pro offers:

Level of Detail
No Personal Edition splash screen
Profiler
Full screen post processing effects (Oculus)
Team License
Unity Cloud Build Pro
Unity Analytics Pro…

What is Unity

Simplify development of games.

Game Mechanics
- physics, AI

Rendering Effects
- shadows, lighting

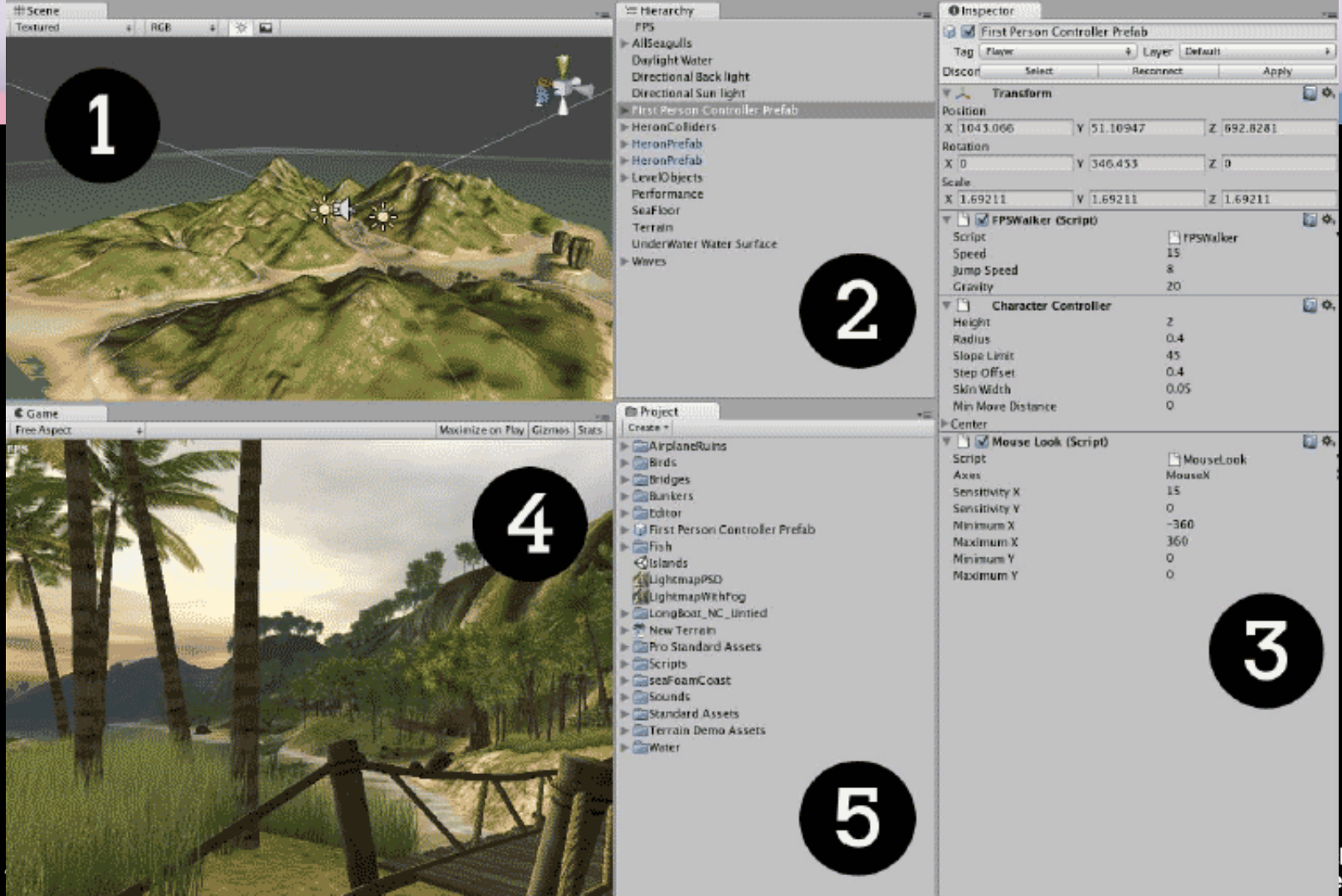
I/O Abstraction
- input devices
- output devices

Multi Platform

Multiple Build Targets

- Windows
- Linux
- iOS
- Android
- Web player
- Oculus Rift
- Wii
- … and more!

Other game engines


Scene
Textured
RGB
1
Hierarchy
FPS
AllSeagulls
Daylight Water
Directional Back light
Directional Sun light
First Person Controller Prefab
HeronColliders
HeronPrefab
HeronPrefab
LevelObjects
Performance
SeaFloor
Terrain
UnderWater Water Surface
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First Person Controller Prefab
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Y 346.453
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Y 1.69211
Z 1.69211
FPSWalker (Script)
Script
FPSWalker
Speed
15
Jump Speed
8
Gravity
20
Character Controller
Height
2
Radius
0.4
Slope Limit
45
Step Offset
0.4
Skin Width
0.05
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Mouse Look (Script)
Script
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MouseX
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Sensitivity Y
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Maximum X
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Minimum Y
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Maximum Y
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Free Aspect
Maximize on Play
Gizmos
Stats
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Birds
Bridges
Bunkers
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First Person Controller Prefab
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Islands
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LightmapWithFog
LongBoat_NC_Untied
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Pro Standard Assets
Scripts
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Sounds
Standard Assets
Terrain Demo Assets
Water
5

Editor

1 – Scene
- Editable current scene with 3d 3D game objects where the game is constructed

2 – Hierarchy

Text list of game objects and sub-objects in the current scene

3 – Inspector

Properties for currently selected asset/object

4 – Game

Preview how game will look when exectuting

5 – Project

Contents of Project ‘assets’ folder (i.e. files in that folder) library of scripts, digital media files, and scenes, library

Editor

1 – Scene

Editable (design-time) 3D game objects in the current scene

- place for any visual assets in your Unity environment
- updates in real-time when you are previewing the game
- the manipulator on the top right allows you to switch between a number of standard views
- perspective view allows to view current scene with a vanishing point
-

Editor

2 – Hierarchy

Text list of game objects and sub-objects in the current scene

- lists all the objects in the currently loaded scene
- lists object children

Children are objects that can be thought of as subordinate to the parent object; wherever the top object moves, they'll follow, keeping the current offset they have to this object.

Editor

3 – Inspector

Properties for currently selected assets and objects

- allows to look at and tweak individual settings of various game objects and assets
- allows to adjust global settings
- is content-sensitive
- changes its parameters based on which game object/asset is selected
- a place to show project settings and preferences by choosing them from the Edit menu

Editor

4 – Game

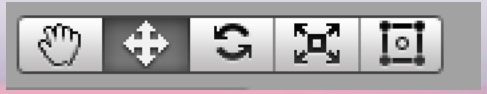
Preview how game will look when exectuting

- previewing the game
- shows a rendering of how the game will look
- ignoring graphical effects that need to be computed at run-time, from the point of view of the main camera

Editor

Navigating the Scene Window

The scene view is what allows you to look around and move the visual assets you import into Unity. It's how you'll assemble your levels and place important things like lighting, trigger zones, audio, and much more. Being able to control the camera is important if you want to do anything at all with it.



Hand Tool (shortcut Q) : drag around in the scene to pan your view. Holding down alt+drag will rotate the view, Ctrl.+drag will allow you to zoom. Does not move anything in the scene, just your point of view.

Translate Tool (shortcut X) : active selection tool, enables to drag an object's axis handles in order to reposition it.

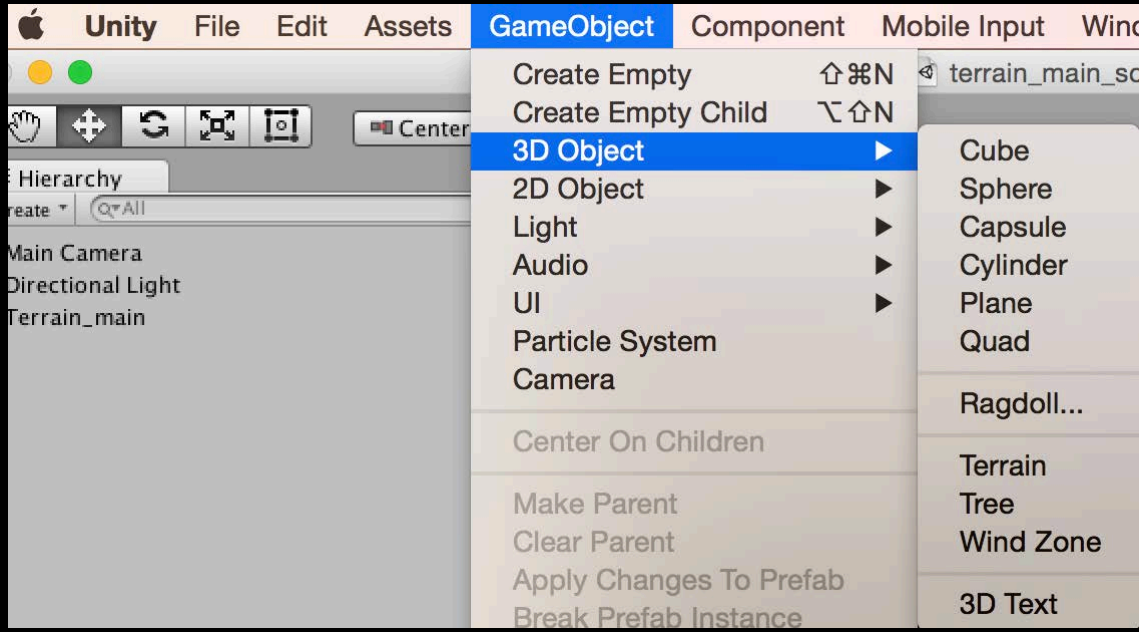
Rotate Tool (shortcut E) : using handles to allow you to rotate an object around either of its axes.

Scale Tool (shortcut R) : works the same as the previous two tools, allows scaling of an object.

Primitives

basic game objects Unity can create without Importing external assets

- lights
- particle systems
- cameras
- 3D objects
- 2D objects
- Etc.



1. Game Object > 3D Object > Cube

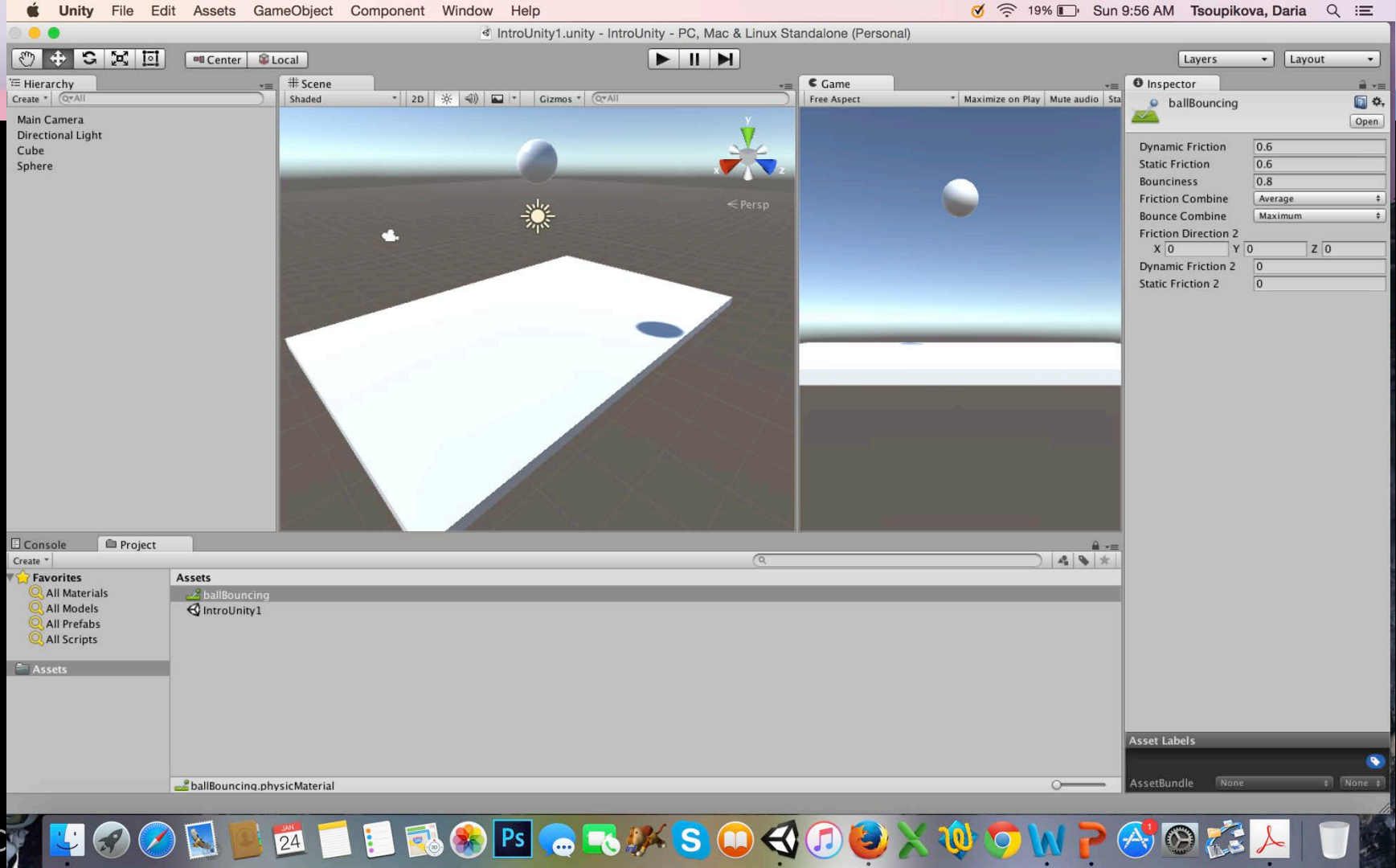
Primitives

Scale: X: 25, Y: 1, Z: 25

Move camera a little back
and point it downward to see the box

2. Game Object > 3D Object > Sphere
Move and place it above the cube

Position: X: 0, Y: 2, Z: 0
Scale: X: 4, Y: 4, Z: 4


Unity File Edit Assets GameObject Component Window Help
19% Sun 9:56 AM Tsoupikova, Daria
IntroUnity1.unity - IntroUnity - PC, Mac & Linux Standalone (Personal)
Center Local
Layers Layout
Hierarchy
Create
Main Camera
Directional Light
Cube
Sphere
Scene
Shaded 2D Gizmos
Persp
Game
Free Aspect Maximize on Play Mute audio
Inspector
ballBouncing
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Dynamic Friction 0.6
Static Friction 0.6
Bounciness 0.8
Friction Combine Average
Bounce Combine Maximum
Friction Direction 2
X 0 Y 0 Z 0
Dynamic Friction 2 0
Static Friction 2 0
Asset Labels
AssetBundle None None
Console Project
Create
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
Assets
ballBouncing
IntroUnity1
ballBouncing.physicMaterial

Primitives

Scale: X: 25, Y: 1, Z: 25

Move camera a little back
and point it downward to see the box

3. Assign the sphere a rigid body component
Select the sphere
Component > Physics > Rigid Body

4. Preview the game

Primitives

sphere should fall, but not bounce yet

5. Create a physic material, which will provide the material properties to make the game object bouncy

Asset > Create > Physics Material

6. Drag the new physics material from the Asset window onto the Sphere game object in the Hierarchy window

or directly onto the sphere in the Scene window

Primitives

7. In inspector adjust the parameters

Bounciness to 0.8 and Bounce
Combine to Maximum

8. Preview the game
the sphere should bounce similar to a rubber ball

9. experiment with different heights and different angles

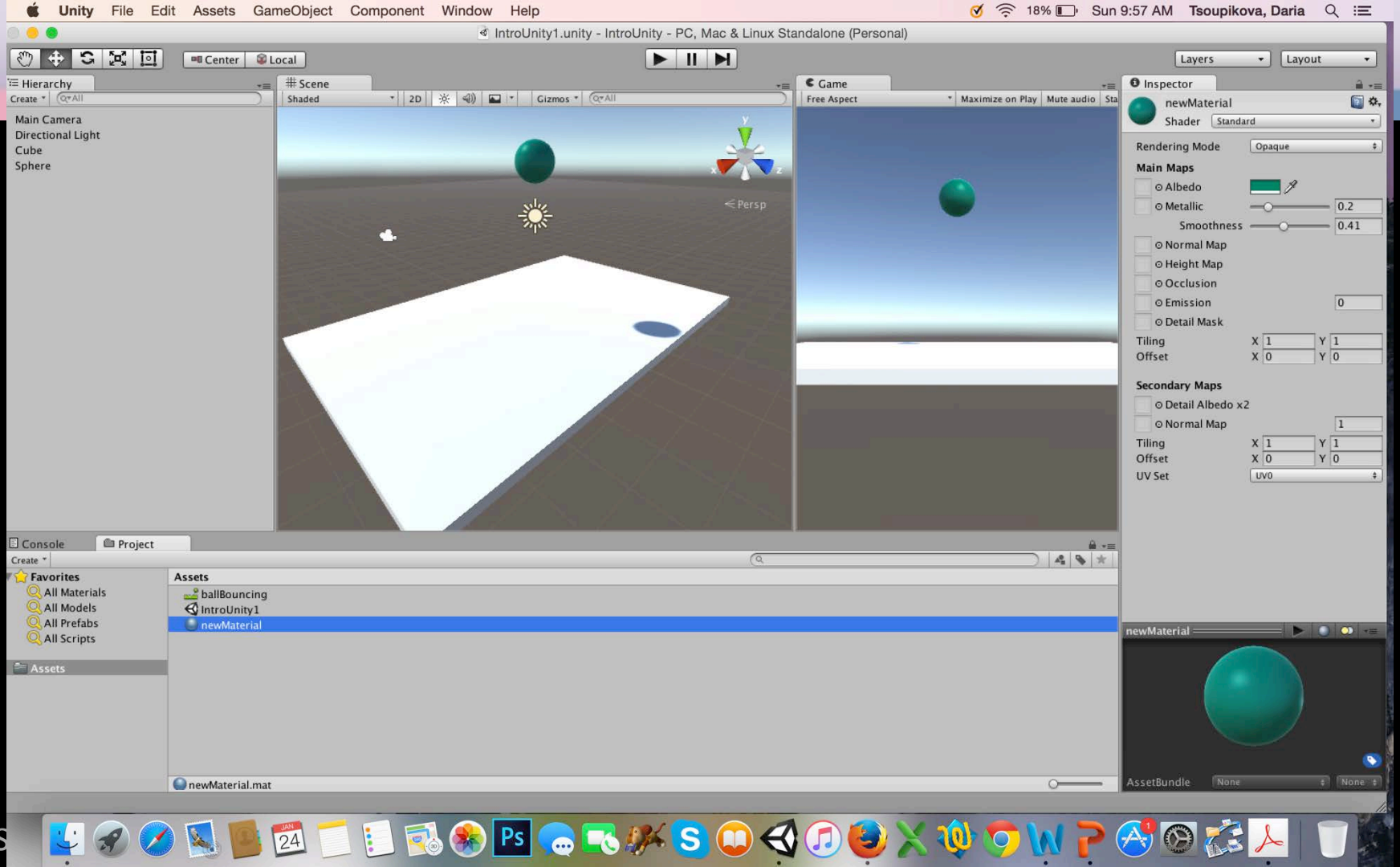
Materials

10. Assets > Create > Material

double click the color swatch next to Main color and choose a different color

tweak the material's properties by experimenting with different shaders from the shader drop-down menu in the Inspector window

11. Drag new material from the Project window onto the game object in the Hierarchy window


Unity File Edit Assets GameObject Component Window Help
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Persp
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Inspector
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Shader Standard
Rendering Mode Opaque
Main Maps
Albedo
Metallic 0.2
Smoothness 0.41
Normal Map
Height Map
Occlusion
Emission 0
Detail Mask
Tiling X 1 Y 1
Offset X 0 Y 0
Secondary Maps
Detail Albedo x2
Normal Map 1
Tiling X 1 Y 1
Offset X 0 Y 0
UV Set UV0
Console
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Favorites
All Materials
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All Prefabs
All Scripts
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Assets
ballBouncing
IntroUnity1
newMaterial
newMaterial.mat
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AssetBundle None None

Textures

Textures should be in the following format to enable ‘tiling’

Square and the power of two

128 x 128
256 x 256
512 x 512
1024 x 1024

Shaders control the rendering characteristics of textured surface

Terrain

Unity's Terrain editor

- islands
- topographical landscapes
- Mountains
- And more

12. Create a new Scene "terrain" and save it
13. GameObject > 3D Object > Terrain

Terrain

14. Change to top view

- the view manipulator icon in the Scene window's top right corner (top-isometric)

Zoom into the terrain (F key)

15. Select Raise/Lower Terrain tool in the Inspector window

(make sure the Terrain is selected in the Hierarchy window)

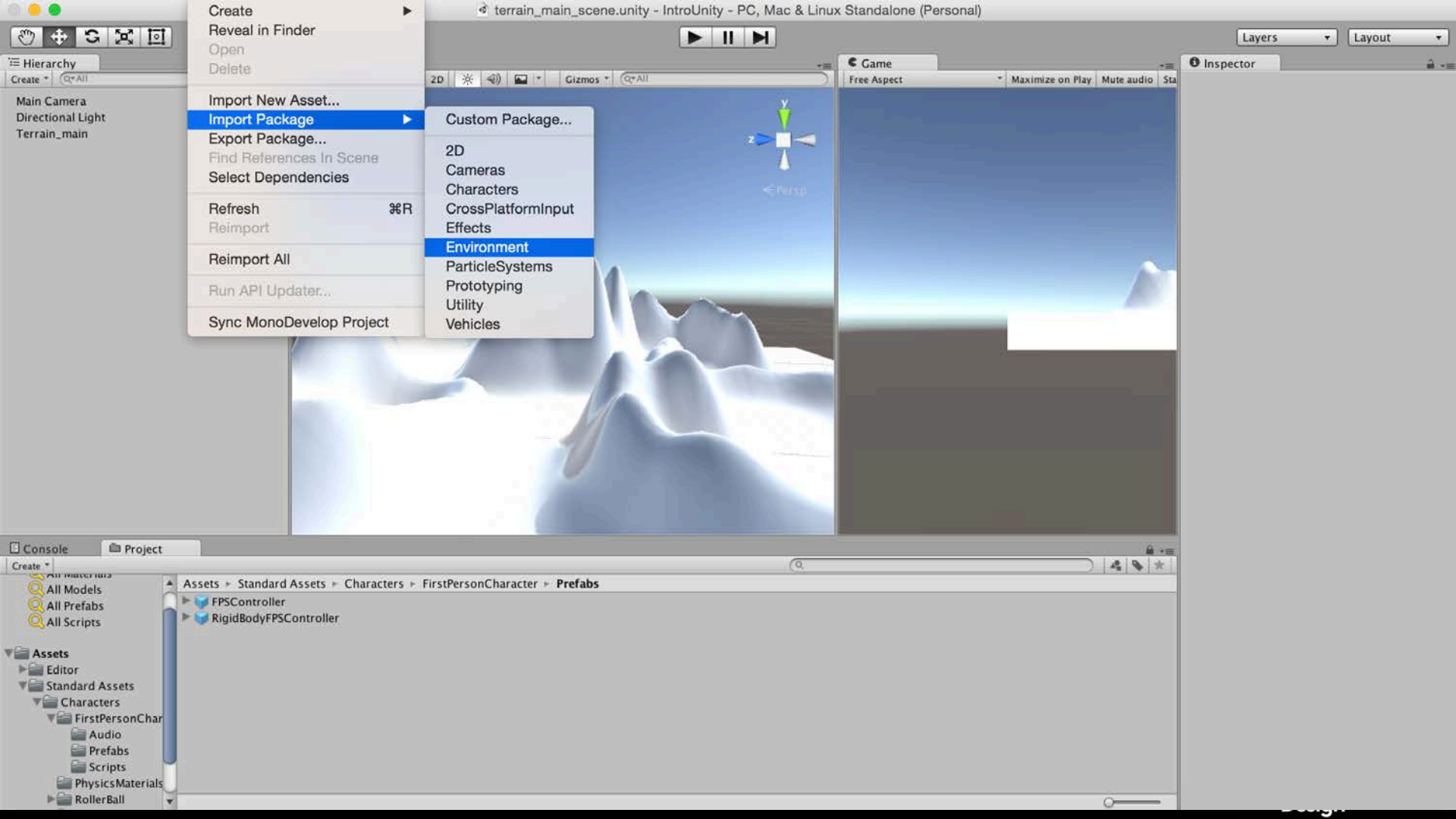
"draw" on the top view of the ground plane in the Scene window to create terrain topography

Terrain

16. Fine-tune brush size and opacity

17. Maximize the scene window to see the details of your terrain

18. Assets > Import Package > Environment


terrain_main_scene.unity - IntroUnity - PC, Mac & Linux Standalone (Personal)
Create
Reveal in Finder
Open
Delete
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh ⌘R
Reimport
Reimport All
Run API Updater...
Sync MonoDevelop Project
Custom Package...
2D
Cameras
Characters
CrossPlatformInput
Effects
Environment
ParticleSystems
Prototyping
Utility
Vehicles
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Directional Light
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Maximize on Play
Mute audio
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Assets ▸ Standard Assets ▸ Characters ▸ FirstPersonCharacter ▸ Prefabs
FPSController
RigidBodyFPSController
All Models
All Prefabs
All Scripts
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RollerBall

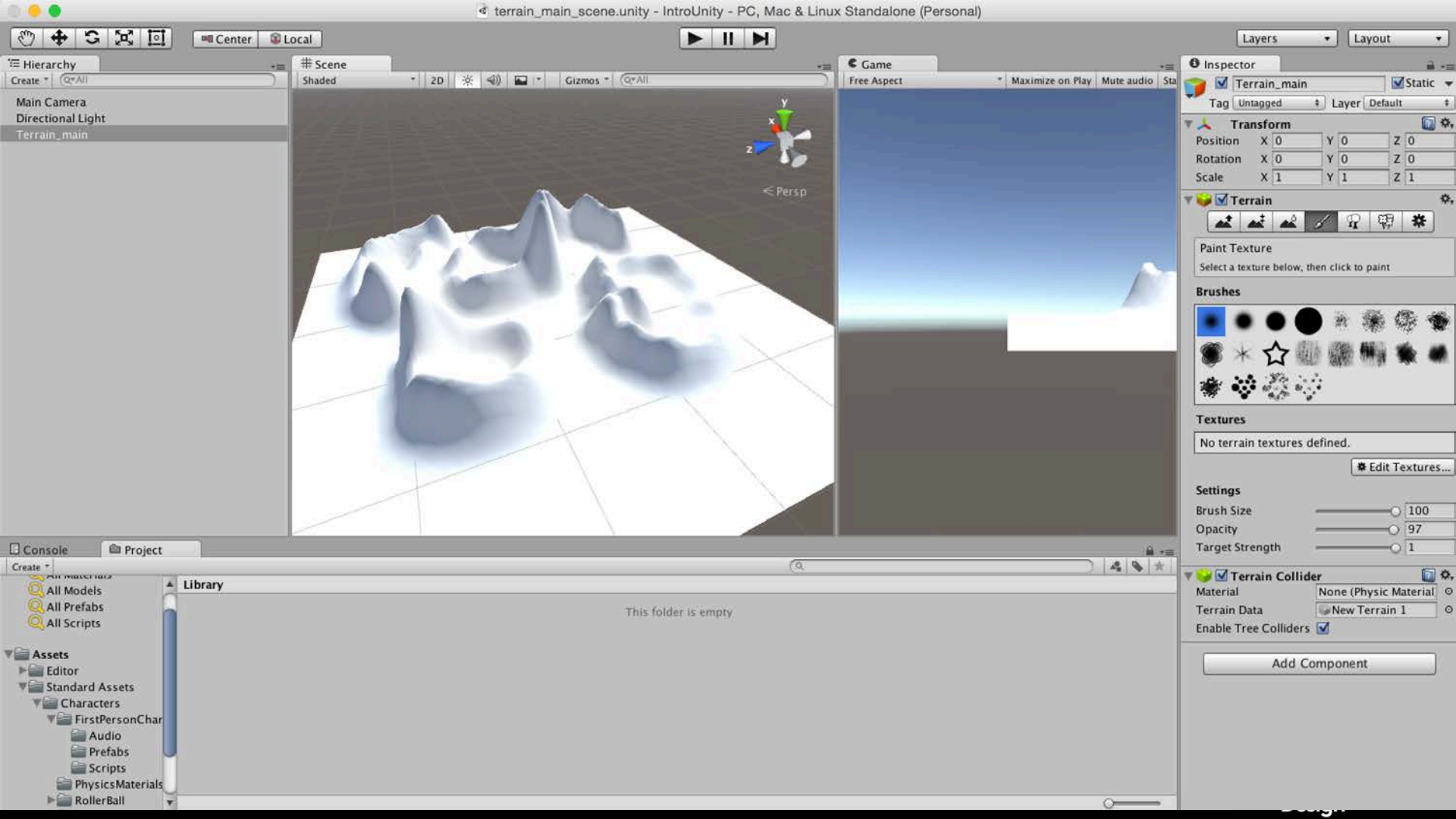
Terrain

Create terrain by selecting brush type, brush size and opacity
Sculpt topology
Set maximum height and smooth corners
Textures loaded to paint texture onto terrain
First texture acts as background, paint textures
Paint on trees and grass.

Terrain

19. Paint the terrain
Select the Brush tool using Inspector window > Terrain

20. Add Texture
Add terrain texture
Search for “sand”


terrain_main_scene.unity - IntroUnity - PC, Mac & Linux Standalone (Personal)
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New Terrain 1
Enable Tree Colliders
Add Component
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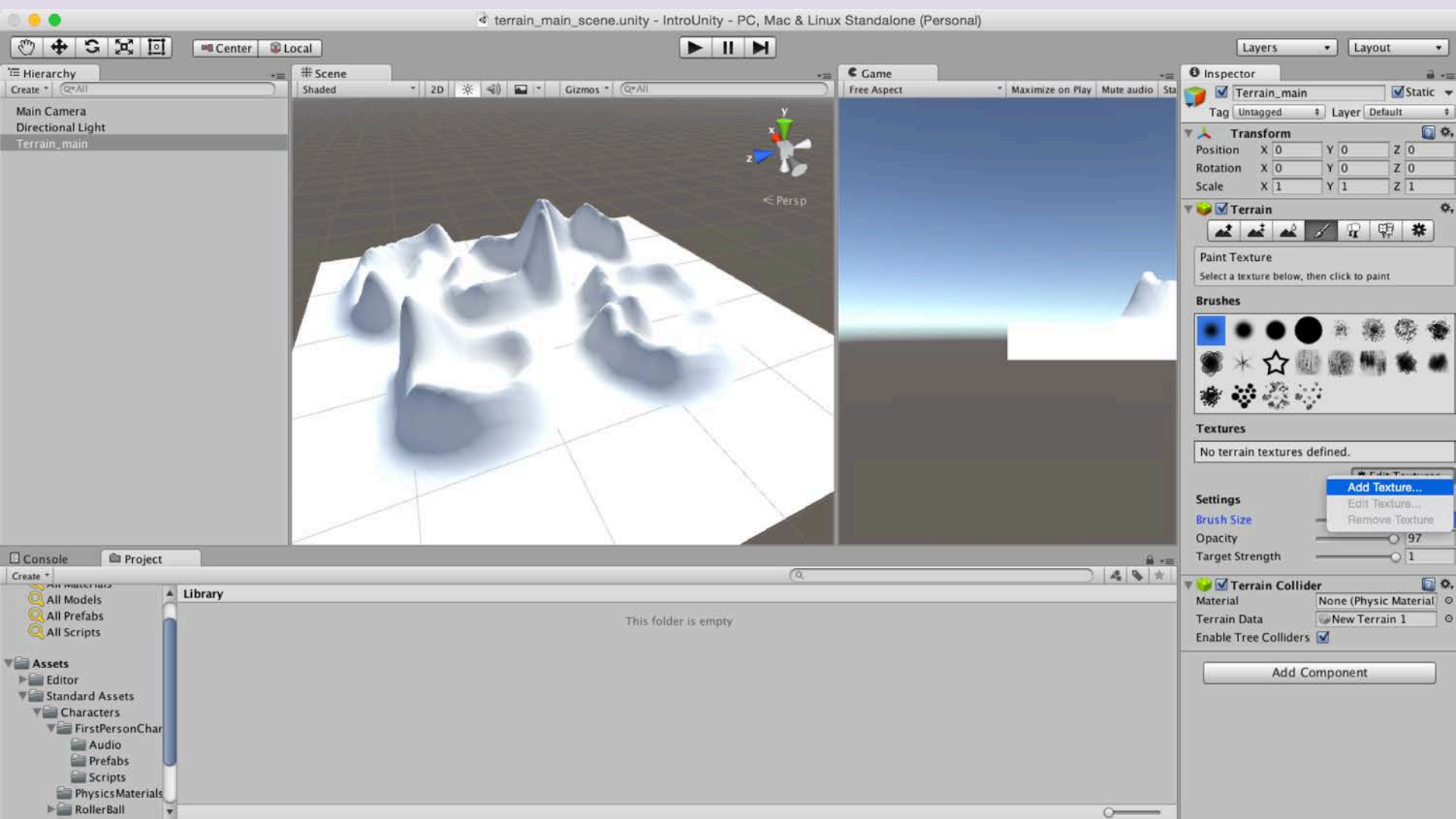
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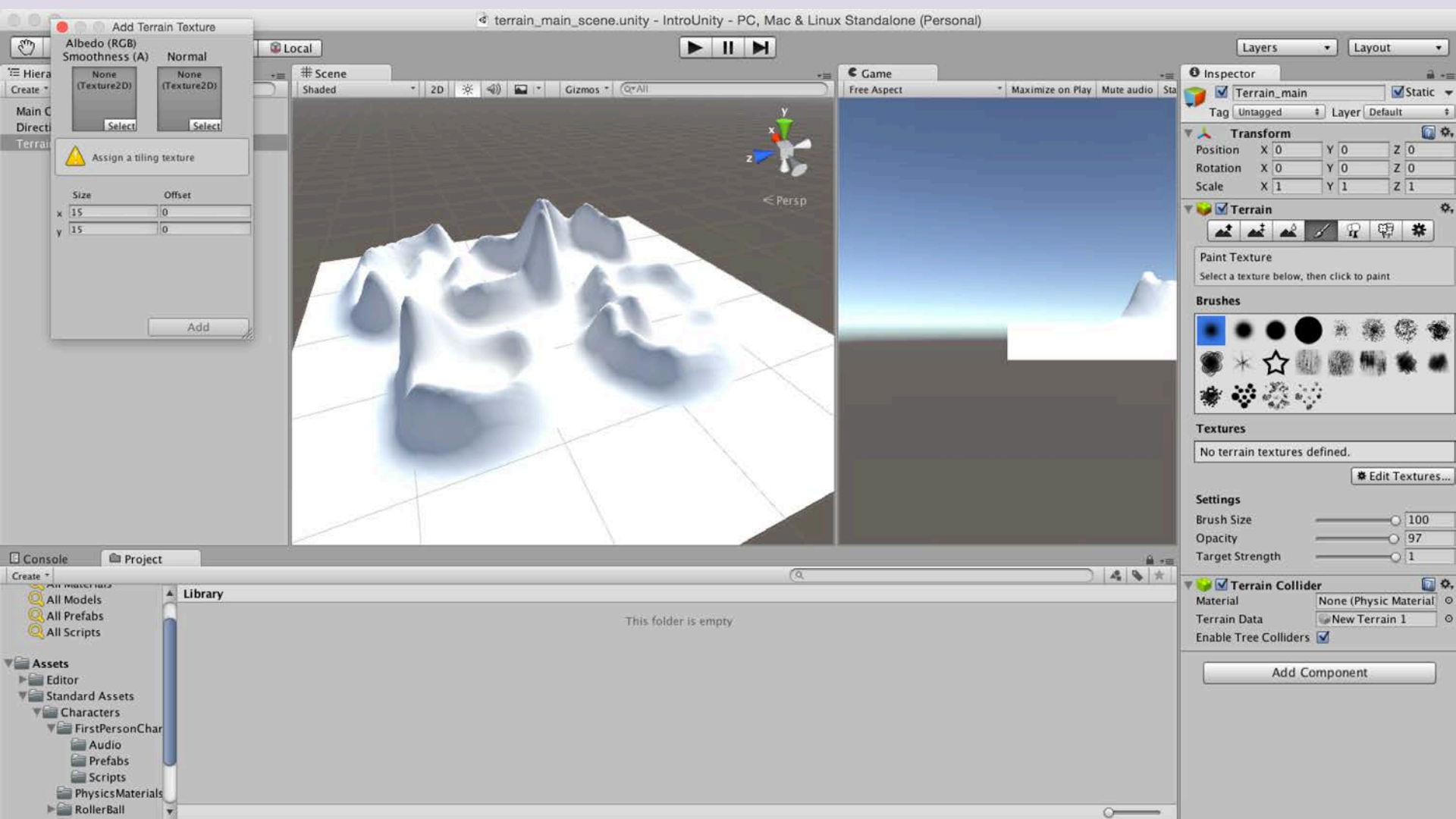
terrain_main_scene.unity - IntroUnity - PC, Mac & Linux Standalone (Personal)
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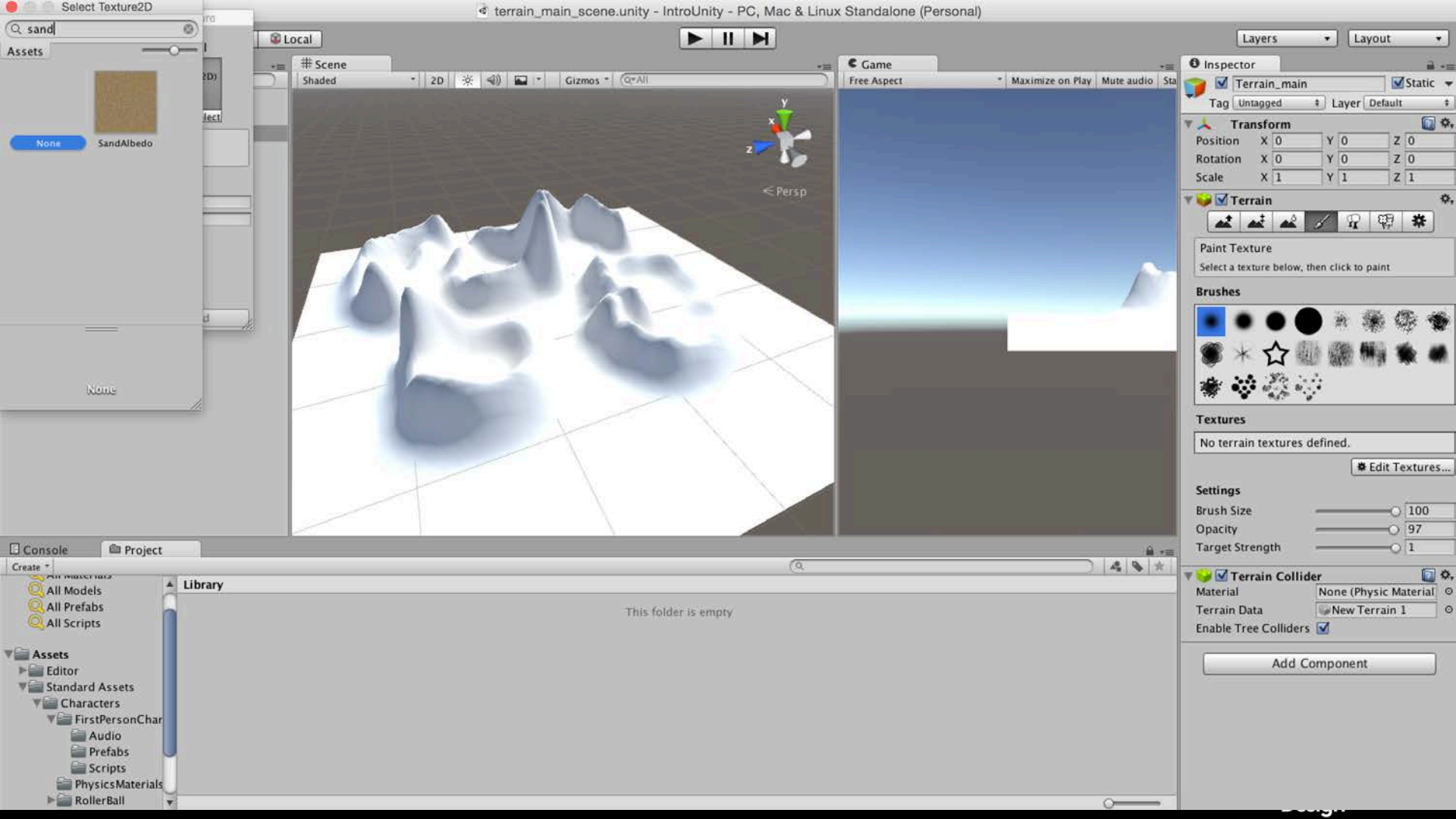
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terrain_main_scene.unity - IntroUnity - PC, Mac & Linux Standalone (Personal)
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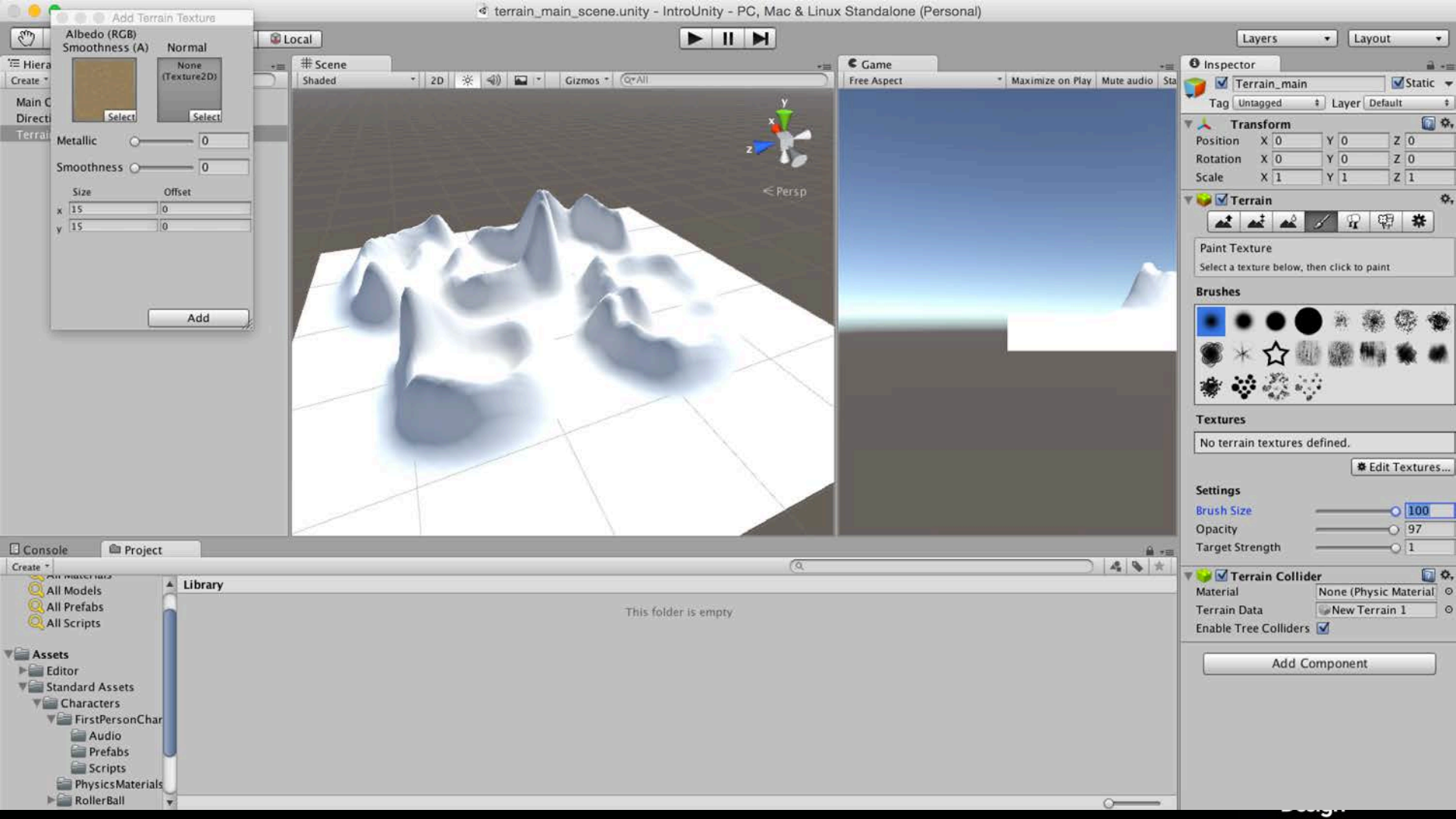
terrain_main_scene.unity - IntroUnity - PC, Mac & Linux Standalone (Personal)
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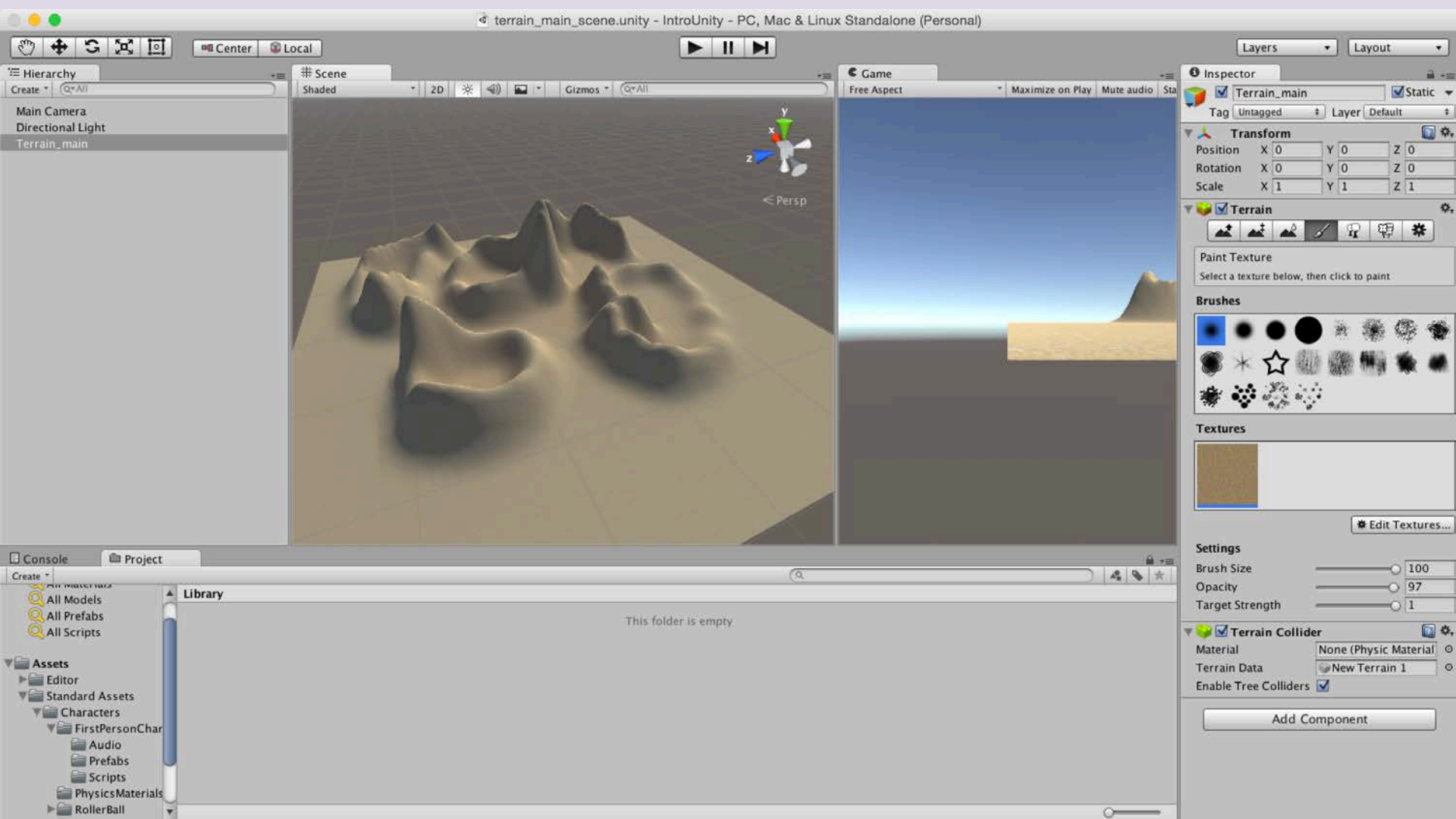
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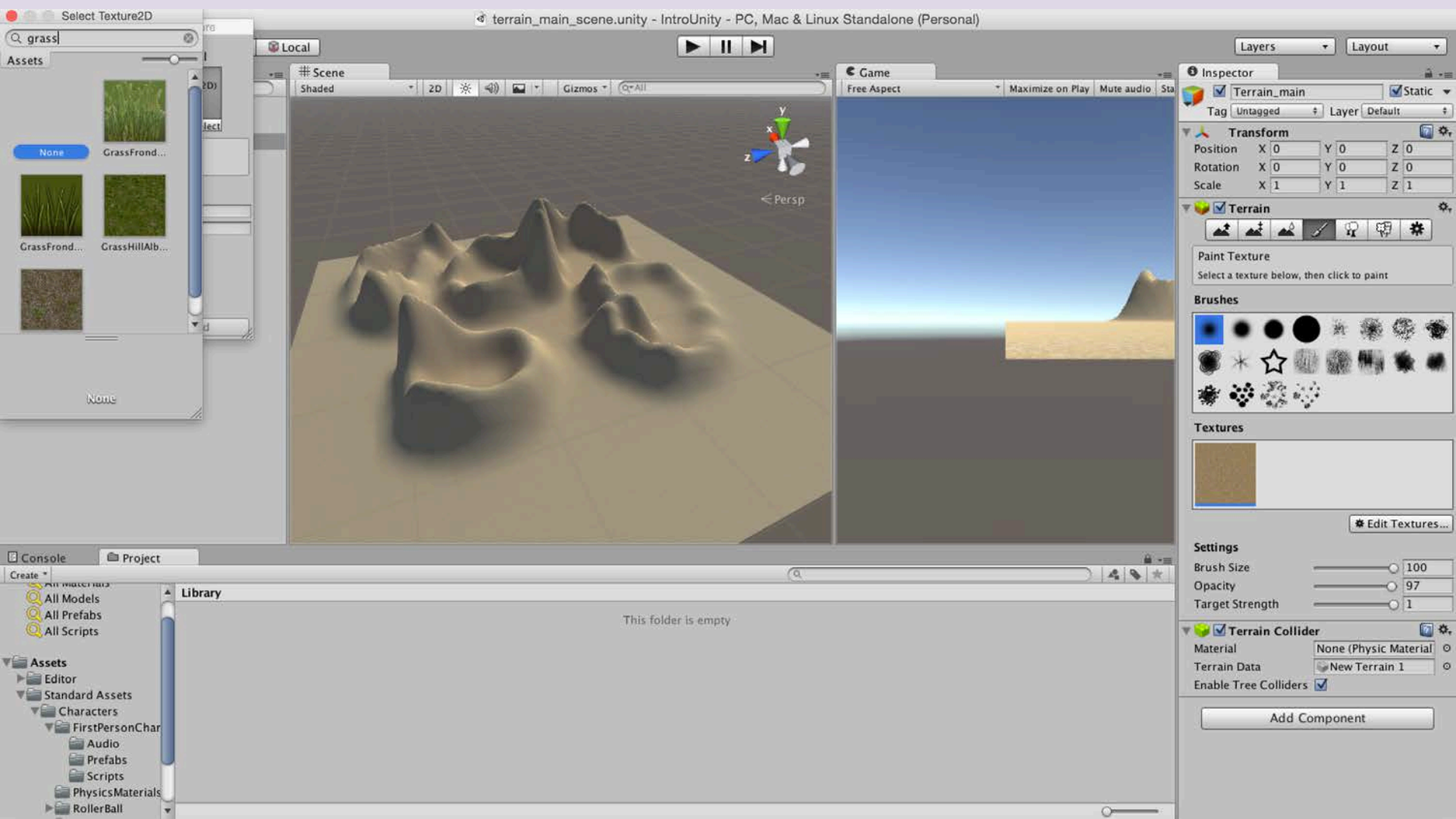
Select Texture2D
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terrain_main_scene.unity - IntroUnity - PC, Mac & Linux Standalone (Personal)
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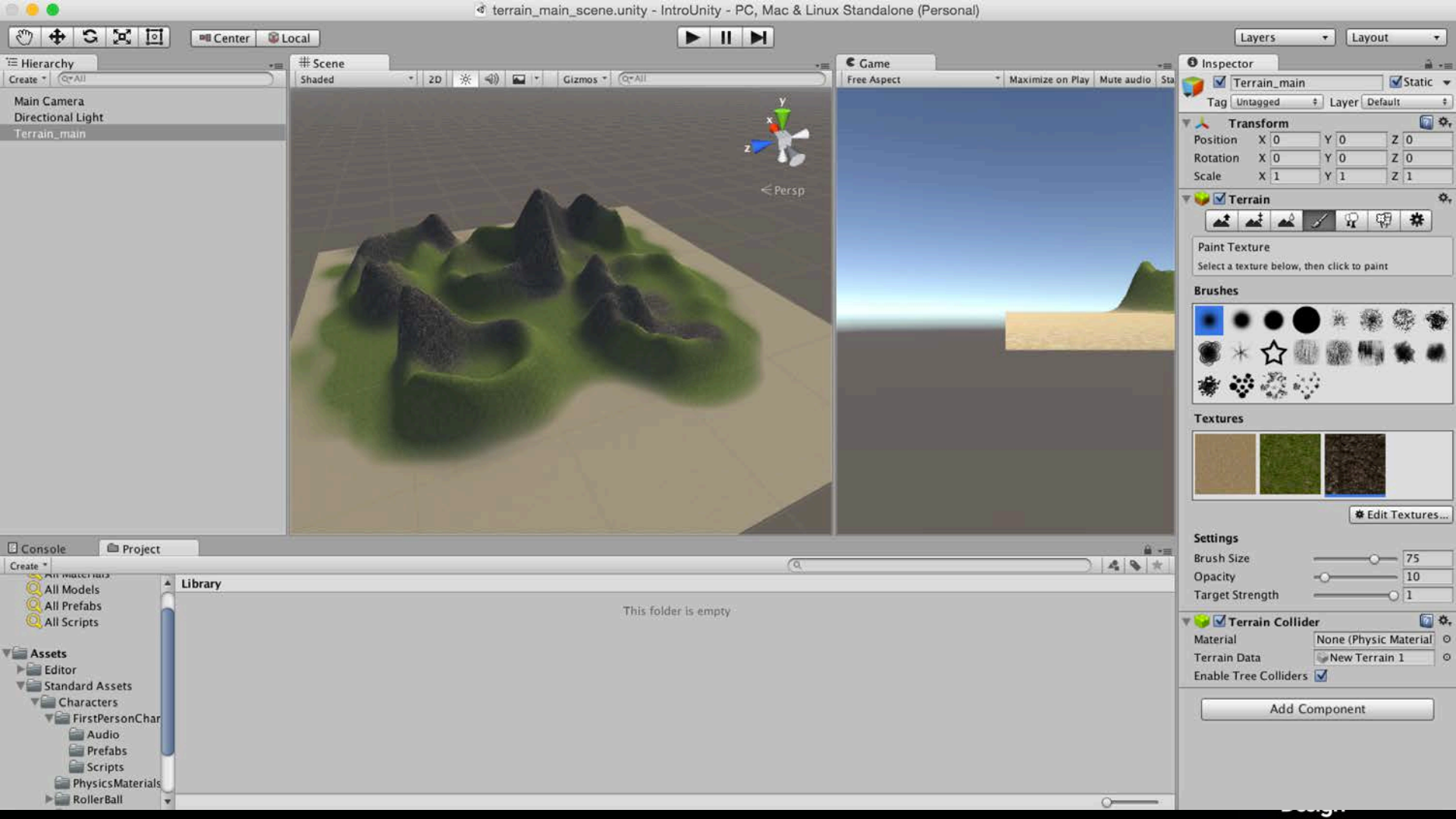
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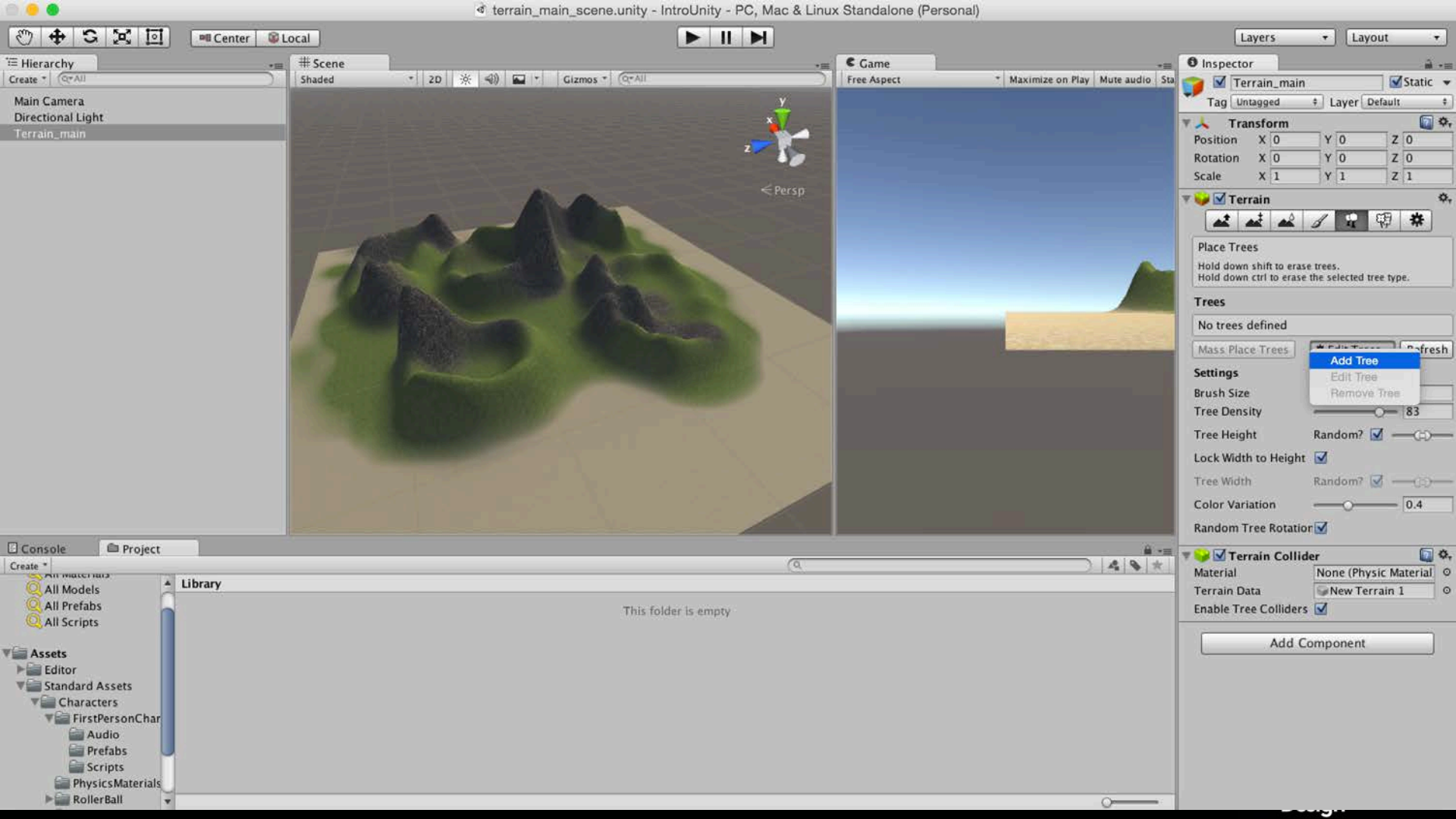
Terrain
Paint Texture
Select a texture below, then click to paint
Brushes
Textures
Edit Textures...
Settings
Brush Size
Opacity
Target Strength
Terrain Collider
Material
None (Physic Material
Terrain Data
New Terrain 1
Enable Tree Colliders
Add Component
Console
Project
Create
All Models
All Prefabs
All Scripts
Assets
Editor
Standard Assets
Characters
FirstPersonChar
Audio
Prefabs
Scripts
PhysicsMaterials
RollerBall
Library
This folder is empty


terrain_main_scene.unity - IntroUnity - PC, Mac & Linux Standalone (Personal)
Center
Local
Layers
Layout
Hierarchy
Create
Main Camera
Directional Light
Terrain_main
Scene
Shaded
2D
Gizmos
Persp
Game
Free Aspect
Maximize on Play
Mute audio
Inspector
Terrain_main
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Terrain
Place Trees
Hold down shift to erase trees.
Hold down ctrl to erase the selected tree type.
Trees
No trees defined
Mass Place Trees
Refresh
Add Tree
Edit Tree
Remove Tree
Settings
Brush Size
Tree Density
83
Tree Height
Random?
Lock Width to Height
Tree Width
Color Variation
0.4
Random Tree Rotation
Terrain Collider
Material
None (Physic Material
Terrain Data
New Terrain 1
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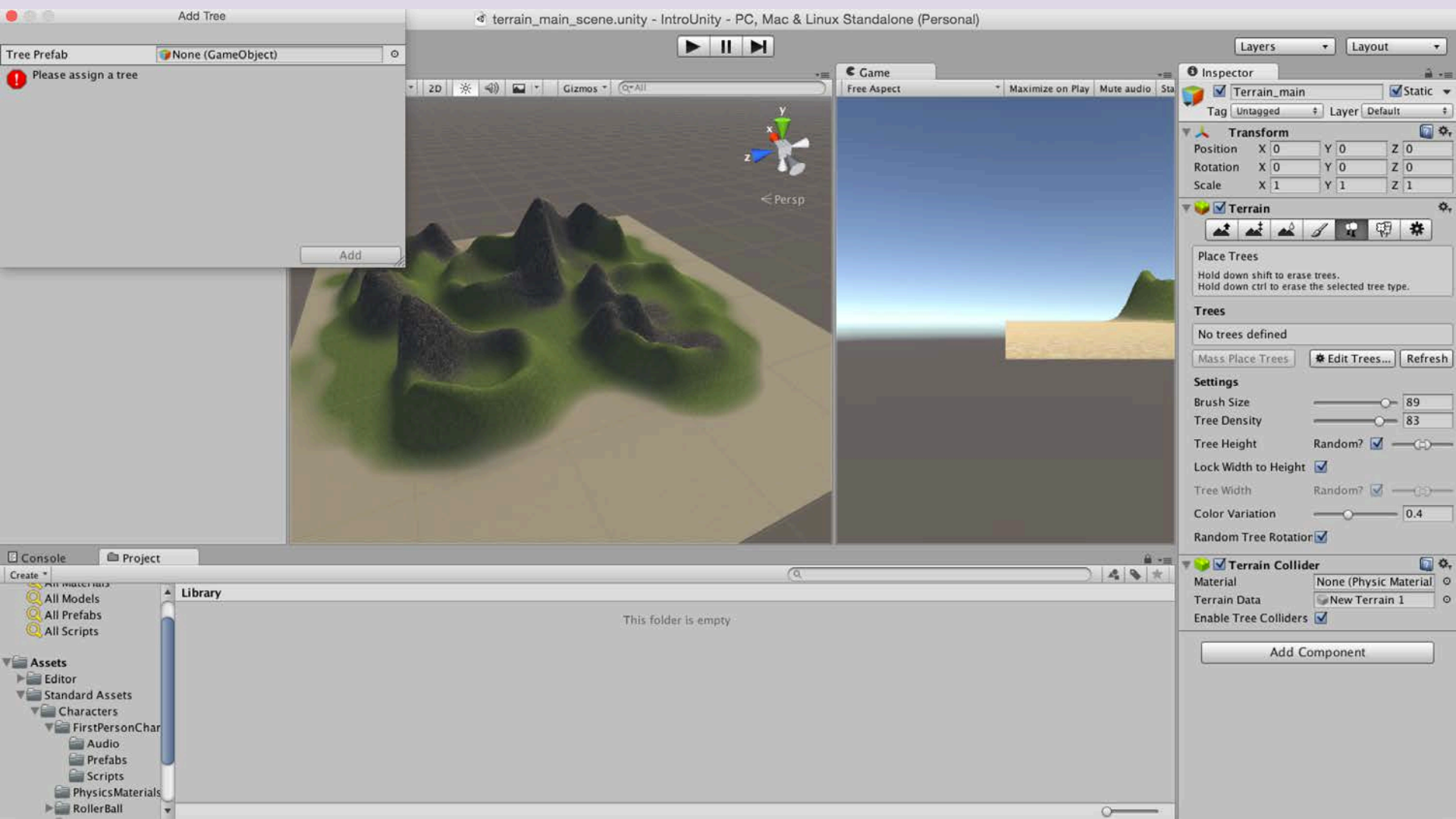
Add Tree
Tree Prefab
None (GameObject)
Please assign a tree
Add
terrain_main_scene.unity - IntroUnity - PC, Mac & Linux Standalone (Personal)
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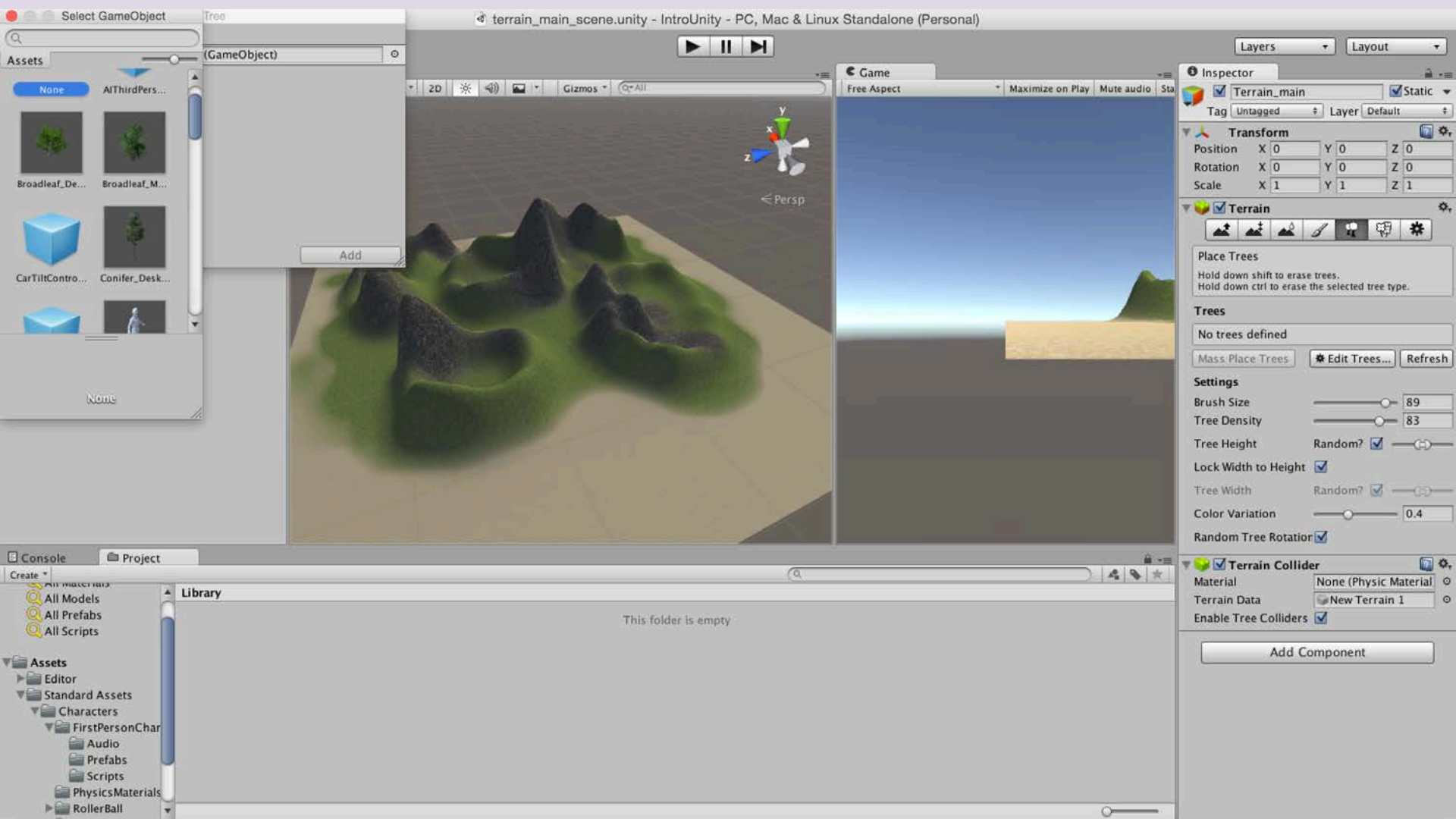
Select GameObject
Assets
None
AIThirdPers...
Broadleaf_De...
Broadleaf_M...
CarTiltContro...
Conifer_Desk...
None
Tree
(GameObject)
Add
terrain_main_scene.unity - IntroUnity - PC, Mac & Linux Standalone (Personal)
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Gizmos
Persp
Game
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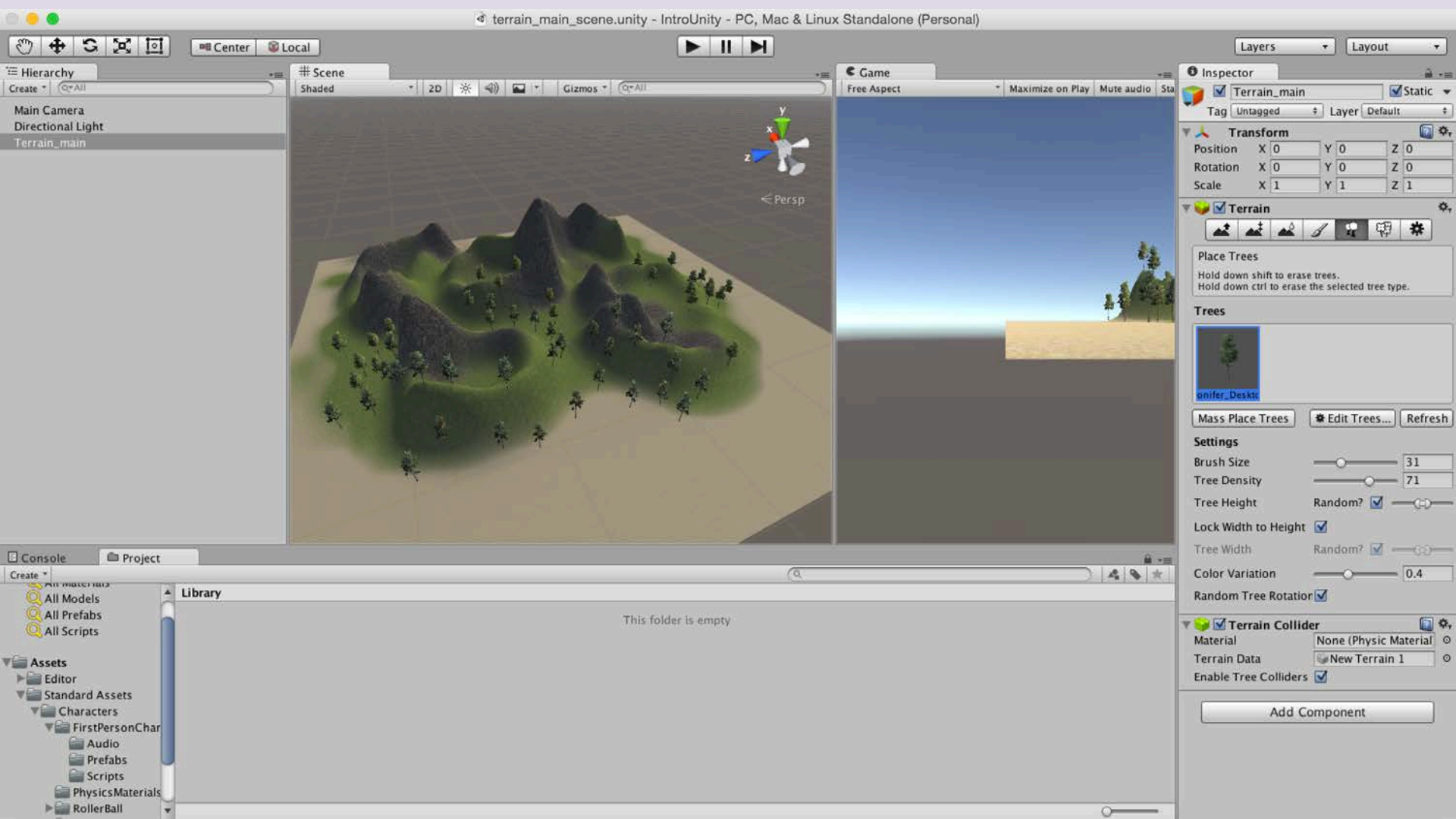
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Prefabs

pre-fabricated objects

Prefabs store a game object together with its components (transforms, appearances, scripts, etc.) and configurations for easy duplication/reuse.

Unity makes it easy to move around a world interactively (either in a first person or third person perspective) using prefabs.

Prefabs

Object-oriented instances can be INSTANTIATED at run time

At RUN TIME a script can cause a new object instance to be created (instantiated) at a given location / with a given transform set of properties

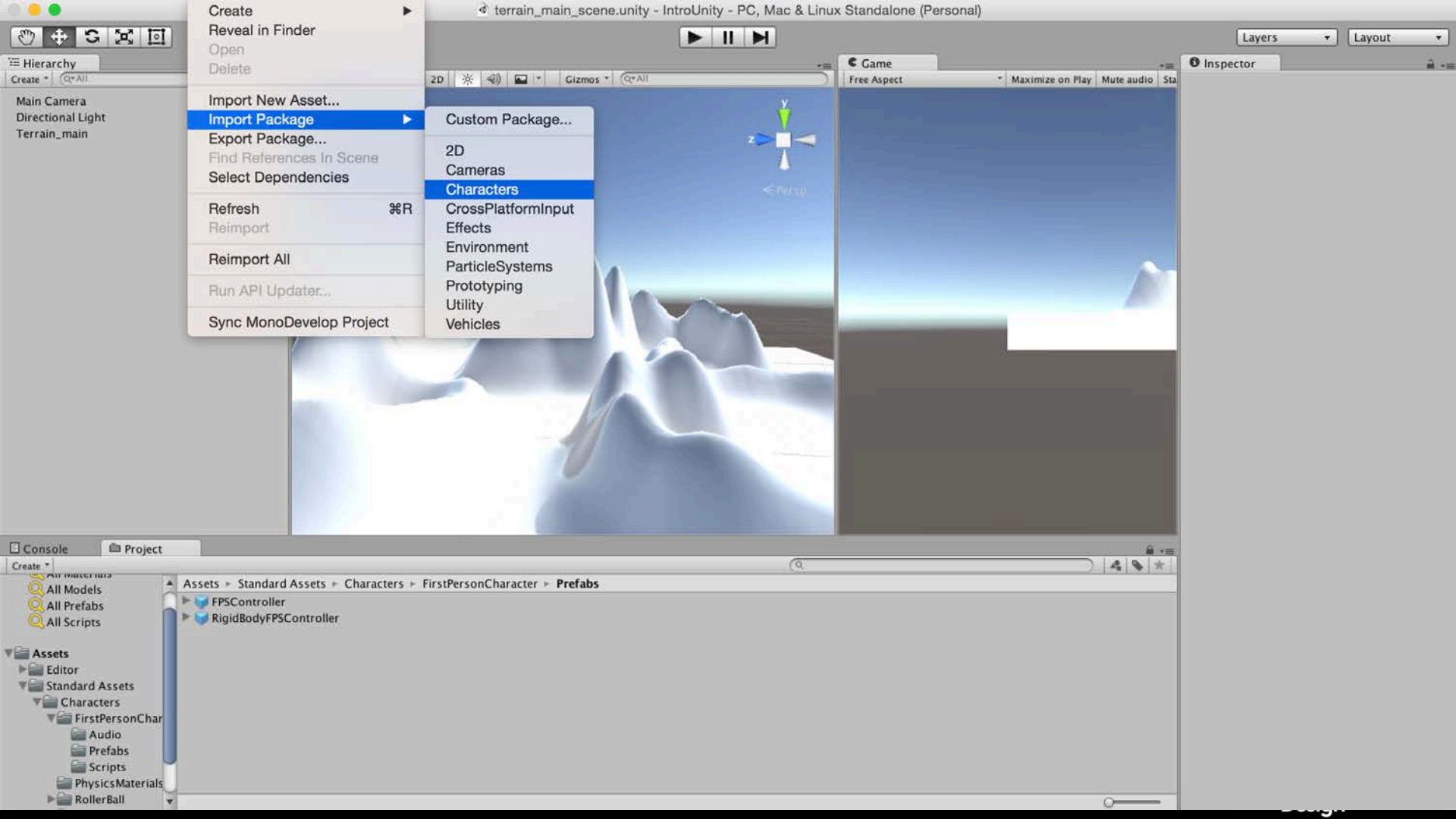
Prefabs allow functional game objects to be reused in scenes (spawned) or imported into other projects as external assets. 'The First Person Controller' is an example of a Prefab

First Person Controller

20. Assets > Import Package > Characters

Project Window > Standard Assets folder
FPS Character > Prefabs > FPSController
drag the FPS Controller onto your scene
delete the main camera
Preview the game

explore the terrain / look around with your mouse
move with WASD or the arrow keys / jump with the space bar


terrain_main_scene.unity - IntroUnity - PC, Mac & Linux Standalone (Personal)
Create
Reveal in Finder
Open
Delete
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh ⌘R
Reimport
Reimport All
Run API Updater...
Sync MonoDevelop Project
Custom Package...
2D
Cameras
Characters
CrossPlatformInput
Effects
Environment
ParticleSystems
Prototyping
Utility
Vehicles
Hierarchy
Main Camera
Directional Light
Terrain_main
Game
Free Aspect
Maximize on Play
Mute audio
Inspector
Console
Project
Assets ▸ Standard Assets ▸ Characters ▸ FirstPersonCharacter ▸ Prefabs
FPSController
RigidBodyFPSController
All Models
All Prefabs
All Scripts
Assets
Editor
Standard Assets
Characters
Audio
Prefabs
Scripts
PhysicsMaterials
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