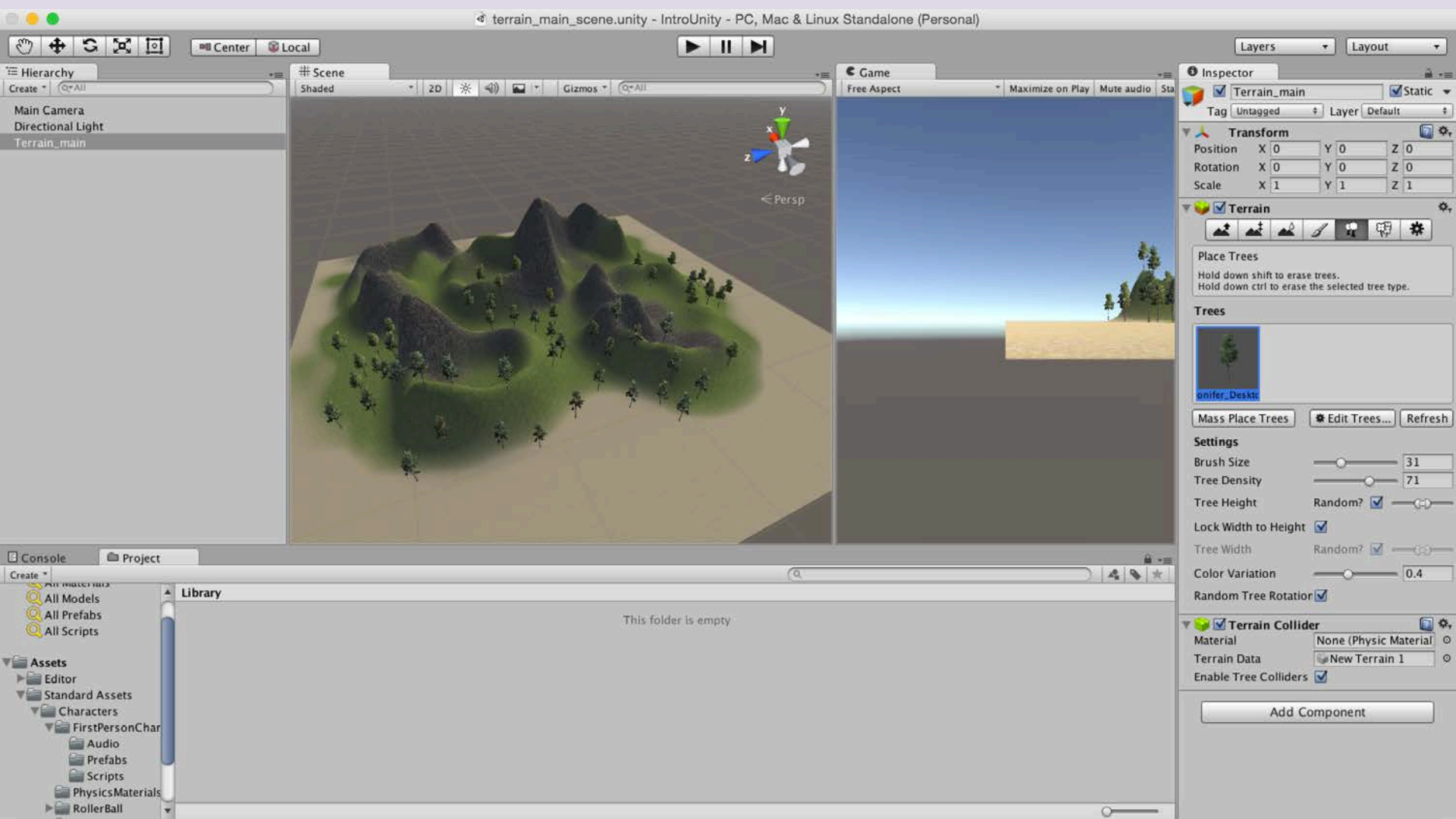
terrain_main_scene.unity - IntroUnity - PC, Mac & Linux Standalone (Personal)
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Default
Transform
Position
Rotation
Scale
Terrain
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Hold down shift to erase trees.
Hold down ctrl to erase the selected tree type.
Trees
Mass Place Trees
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Brush Size
Tree Density
Tree Height
Random?
Lock Width to Height
Tree Width
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All Prefabs
All Scripts
Assets
Editor
Standard Assets
Characters
FirstPersonChar
Audio
Prefabs
Scripts
PhysicsMaterials
RollerBall
Library
This folder is empty

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

Prefabs

pre-fabricated objects

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

- trees
- bullets
- characters, and anything else

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 set of properties

Prefabs allow functional game objects to be reused in scenes or imported into other projects as external assets.

The First Person Controller

First Person Controller

Assets > Import Package > Character Controller
(character in Unity 5)

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

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

Scripting

scripting is Unity's most powerful tool

gives you the ability to customize objects

control how they behave in the environment

- how to create and attach JavaScript scripts to objects in Unity
- Intro to the development environment MonoDevelop
    - Variables
    - Functions
    - Triggers
    - Collisions
    - Sounds
    - Colors

JavaScript vs C#

JavaScript

```
#pragma strict

var myInt : int = 5;
function Start ()
{
    myInt = MultiplyByTwo(myInt);
    Debug.Log (myInt);
}
```

C#

```
using UnityEngine;
using System.Collections;

public class VariablesAndFunctions
    : MonoBehaviour
{
    int myInt = 5;
    void Start ()
    {
        myInt = MultiplyByTwo(myInt);
        Debug.Log (myInt);
    }
```

Scripting

You can use both C# and Javascript in one project!
(one way communication only)

My Scripts Folder (Outside)
(Compiled last)

Script
Script
script

JavaScript

Standard Assets
Compiled first))

Script
Script
Script

C#

JavaScript Variables

- A variable is a storage location and an associated symbolic name (an identifier) which contains some known or unknown quantity or information, a value

- variables are used to store information about any aspects of a project's state

JavaScript Variables

begin with a lowercase letter

no special characters, numbers, (#, %, etc.)

cannot contain reserved keywords such as “if”, “while”, etc.

case sensitive

descriptive

no spaces

Declaration/ Type/ Initialization

```
var  myVarBool : boolean = true;
var  myVarInt : int = 10;
```

Data Types

Float	0.75
Int	10
String	“Hello”
Boolean	true / false

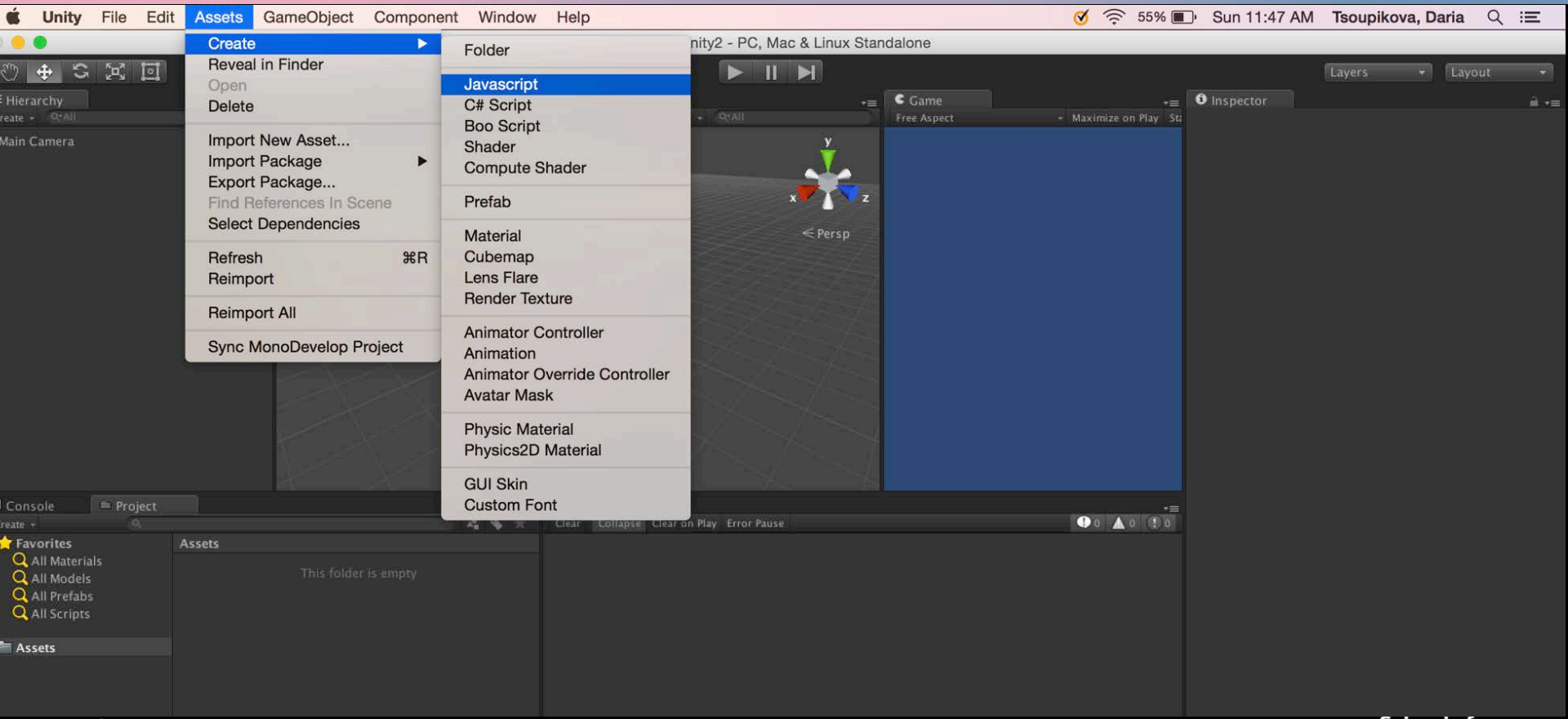
```
var  myVarBool : boolean = true;
var  myVarInt : int = 10;
Var myFloat :  float = 1.4;
```

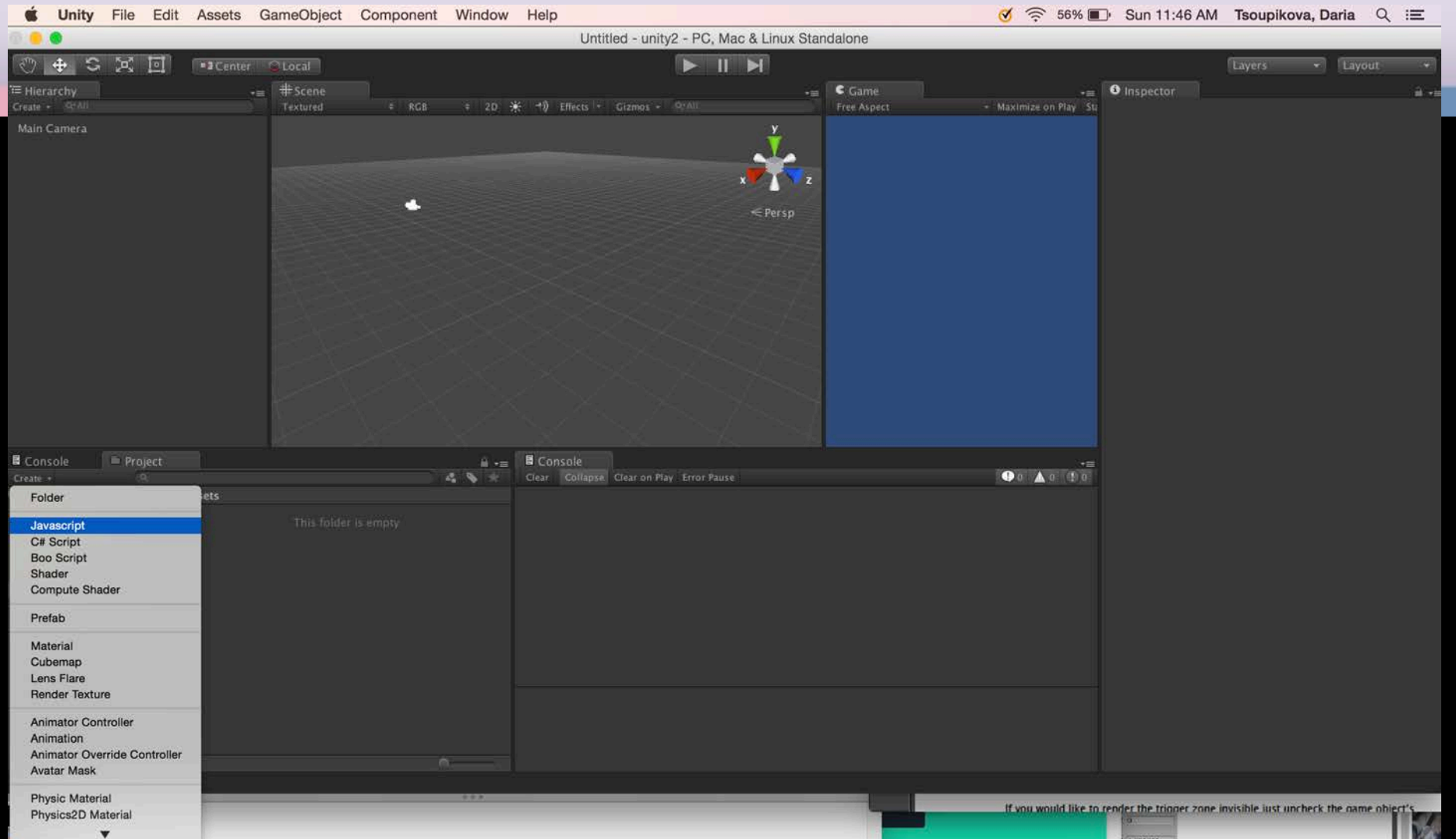
Creating scripts in Unity

- Project menu >Create > JavaScript
- Main Menu > Assets > Create Javascript
- Project window >RMC > Create > JavaScript
- Inspector >Add script
- Name the script in the Project/Assets window

- Assign the script to an object (drag and drop)
- Run and test
- Fix compiler errors

Creating scripts in Unity




Unity File Edit Assets GameObject Component Window Help
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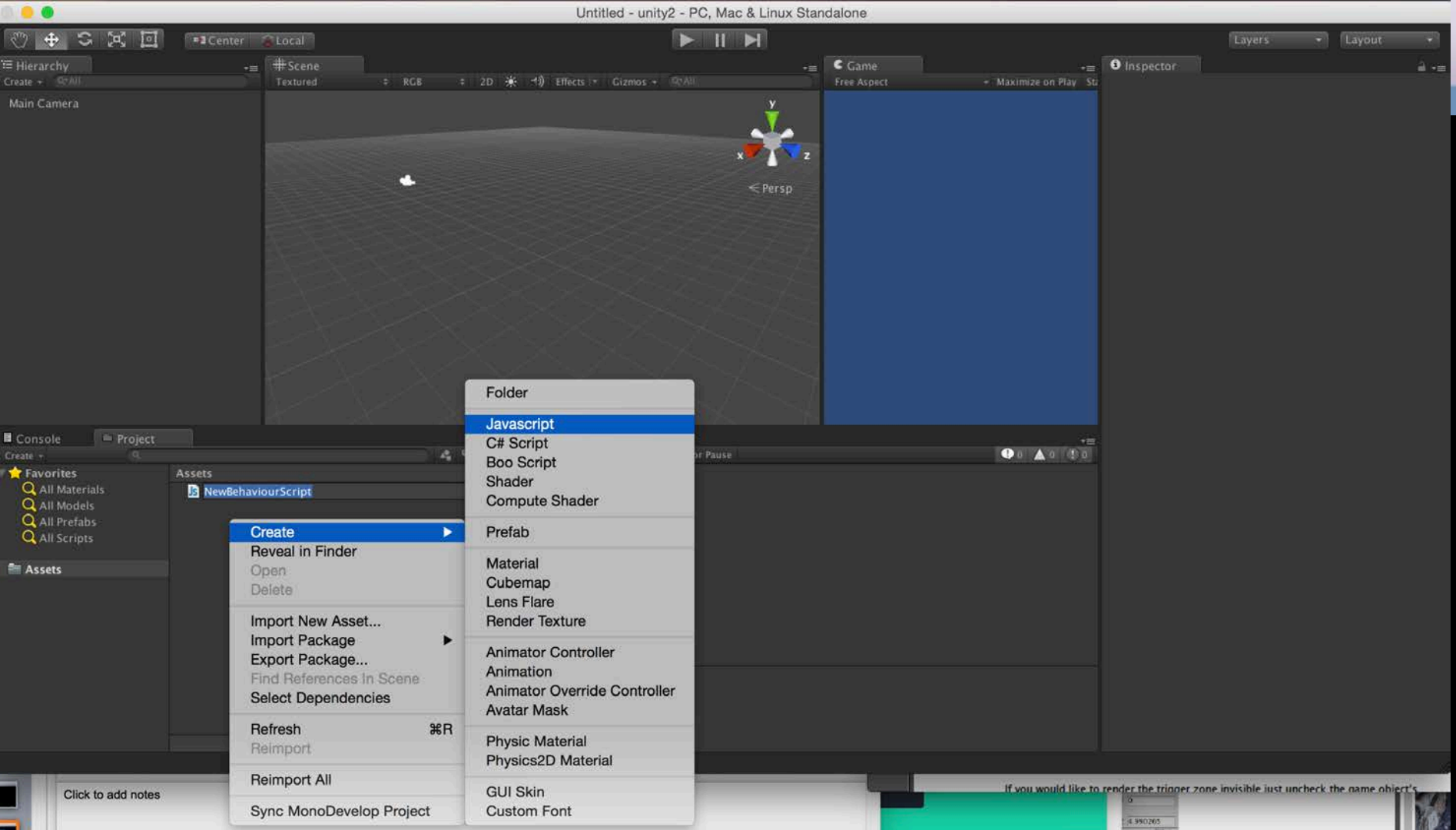
Shader
Compute Shader
Prefab
Material
Cubemap
Lens Flare
Render Texture
Animator Controller
Animation
Animator Override Controller
Avatar Mask
Physic Material
Physics2D Material
This folder is empty
Console
Clear Collapse Clear on Play Error Pause
If you would like to render the trigger zone invisible just uncheck the game object's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Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh ⌘R
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Sync MonoDevelop Project
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Boo Script
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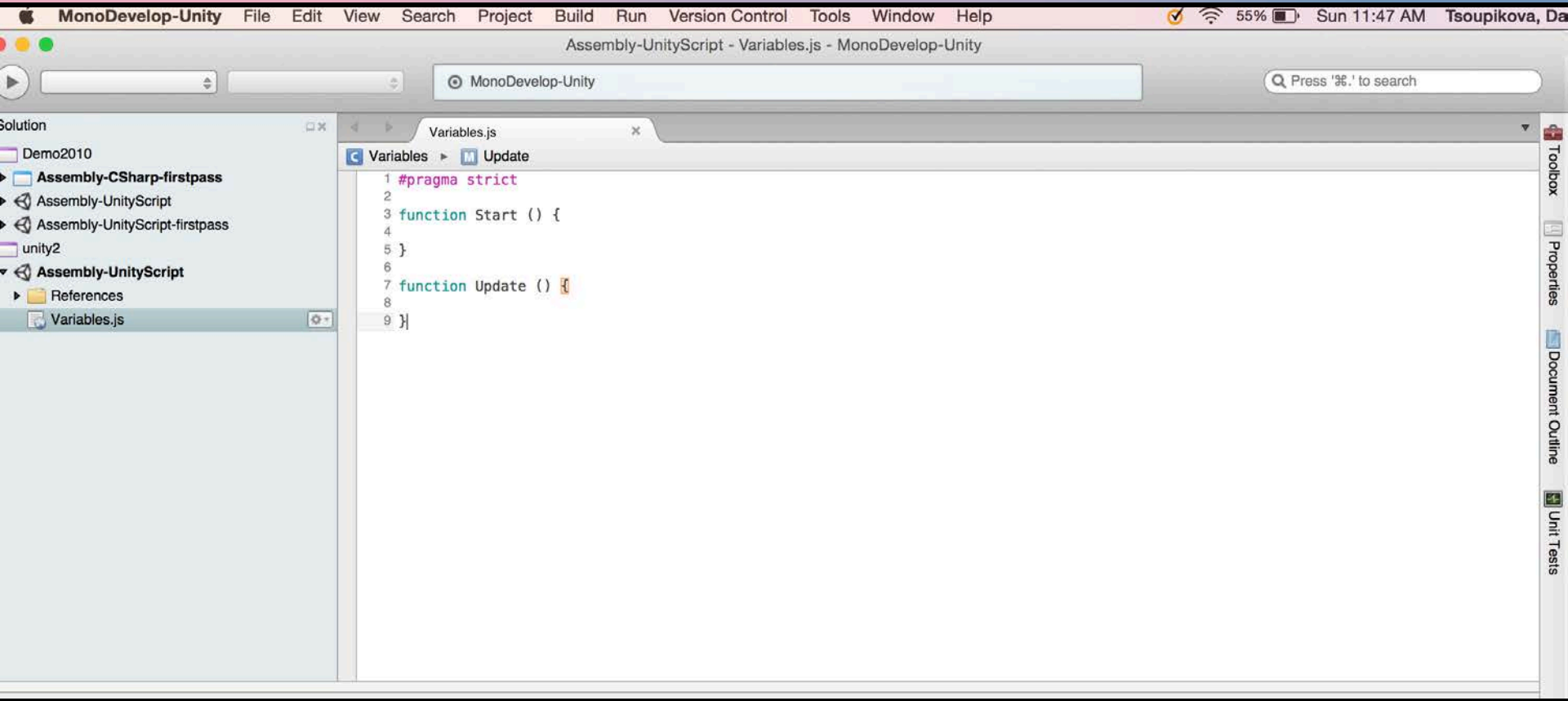
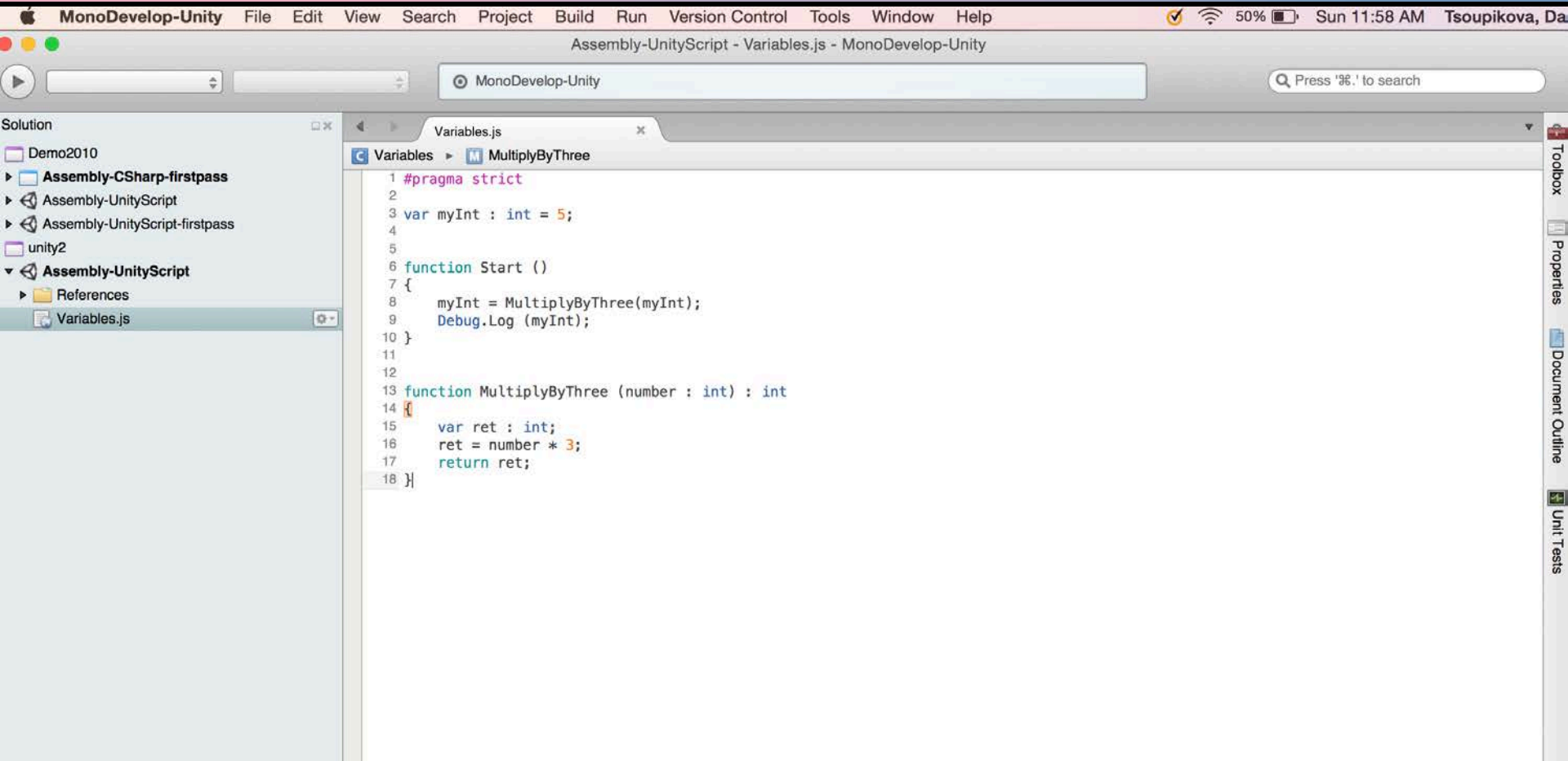
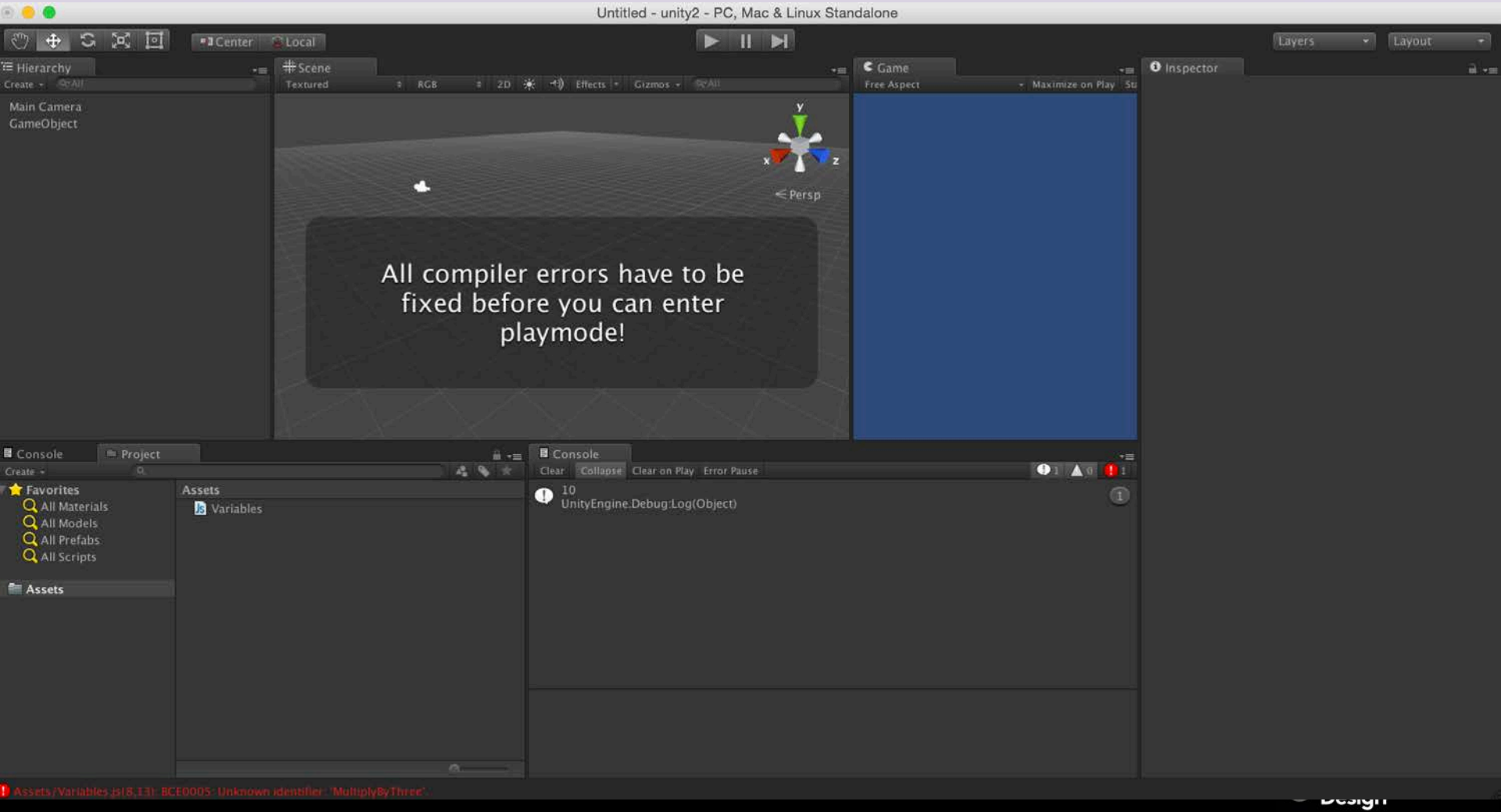
Avatar Mask
Physic Material
Physics2D Material
GUI Skin
Custom Font
Click to add notes

Creating scripts in Unity



Creating scripts in Unity

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All compiler errors have to be fixed before you can enter playmode!
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Maximize on Play
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All Prefabs
All Scripts
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Clear on Play
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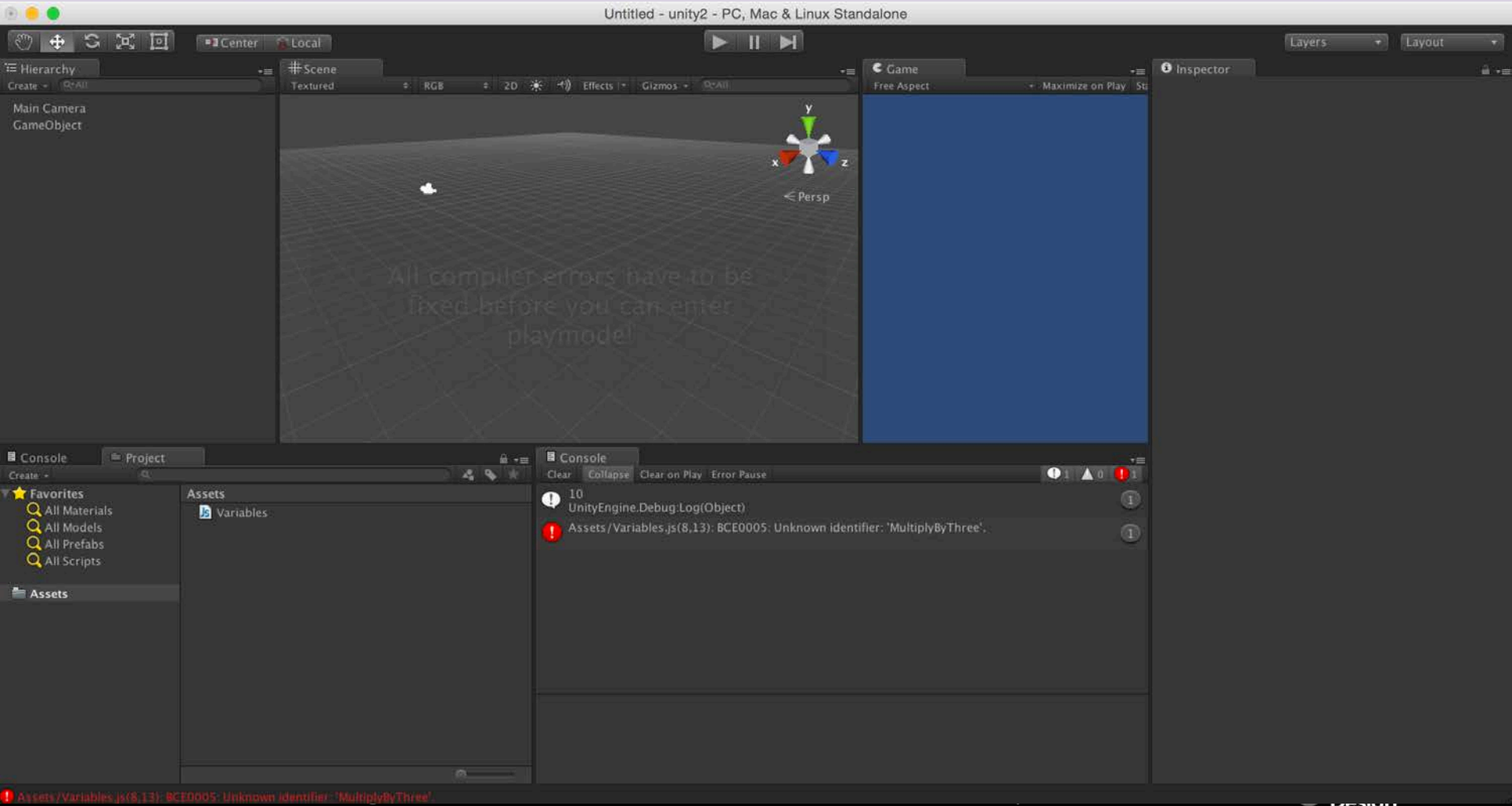
UnityEngine.Debug:Log(Object)
Assets/Variables.js(8,13): BCE0005: Unknown identifier: 'MultiplyByThree'.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10
UnityEngine.Debug:Log(Object)
Assets/Variables.js(8,13): BCE0005: Unknown identifier: 'MultiplyByThree'.
Assets/Variables.js(8,13): BCE0005: Unknown identifier: 'MultiplyByThree'.

Functions

Function is a collection of statements to perform a task

Methods

Functions are blocks of code which are
written once and can then be reused as often as needed.

begin with an uppercase letter

```
function FuncName ()
        {
                statement1;
                statement 2;
        }
```

JavaScript Functions

Calling a function:

```
FuncName ();
```

```
myInt = MultiplyByThree(myInt);
```

Function Parameters

```
function MultiplyByThree (number : int) : int
{
    var ret : int;
    ret = number * 3;
    return ret;
}
```

Calling a function – myInt = MultiplyByThree(myInt);

Functions

Default functions

Start ()

executed only once before gameplay begins

helpful for initialization

Update()

executed every frame

for as long as the gameplay continues

Functions

```
var myInt : int = 5;

function Start ()
{
    myInt = MultiplyByThree(myInt);
    Debug.Log (myInt);
}
function MultiplyByThree (number : int) : int
{
    var ret : int;
    ret = number * 3;
    return ret;
}
```

Arithmetic Operators

+	addition
-	subtraction
/	division
*	multiplication
++	increment
--	decrement
%	modulus

Functions

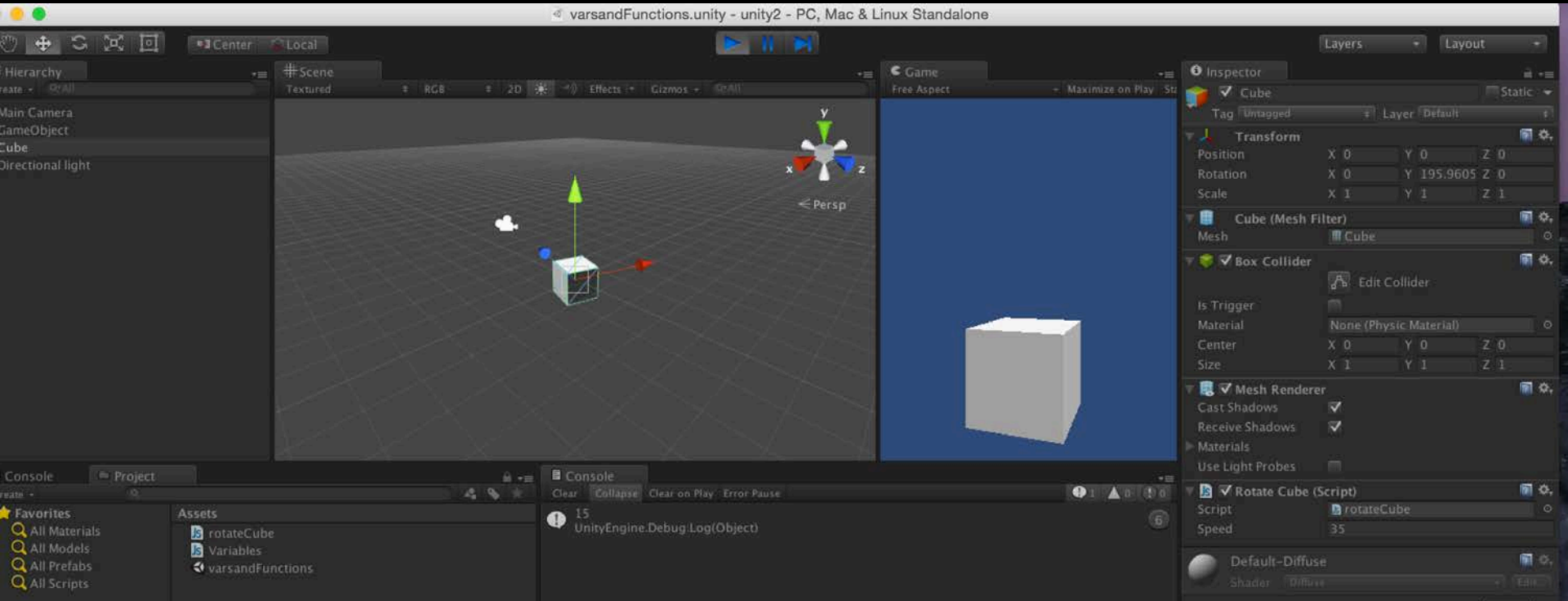
1) Create 3D object cube
2) create new Javascript “rotateCube”
3) Assign the script to the cube (drag and drop)

```
#pragma strict
var speed = 5.0;

function Start () {
}

function Update () {
transform.Rotate(0, speed*Time.deltaTime, 0);
}
```

Functions

4) Change the value of var speed in the Inspector window (35)

5) Play and test



Triggers and Collisions

Triggers are methods to detect collisions

Triggers are useful for triggering other events in your project

- teleportations
- automatic door openings
- displaying messages
- changing levels
- responsive events
- and many more

Triggers and Collisions

4) select the game object in the Hierarchy window

click on the little gear on the top right corner of the script property select “remove component”

5) Create new script “triggerScript”

```
var target : collider;
 function OnTriggerEnter(cubeTrigger : collider)
{
if (cubeTrigger == target)
{
print("Collision");
}
}
```

Triggers and Collisions

6) Assign script to our cube
7) Check property “Is Trigger” in the Inspector
8) Create 3D plane
9) Import Character Controller Package
10) Drag FPC controller to the scene
11) Drag and drop the FPC from the Hierarchy window onto the variable Target in the Inspector

Triggers and Collisions

checks if the position of the FPC
intersects with the position of the trigger zone (the cube)
prints out “Collision”

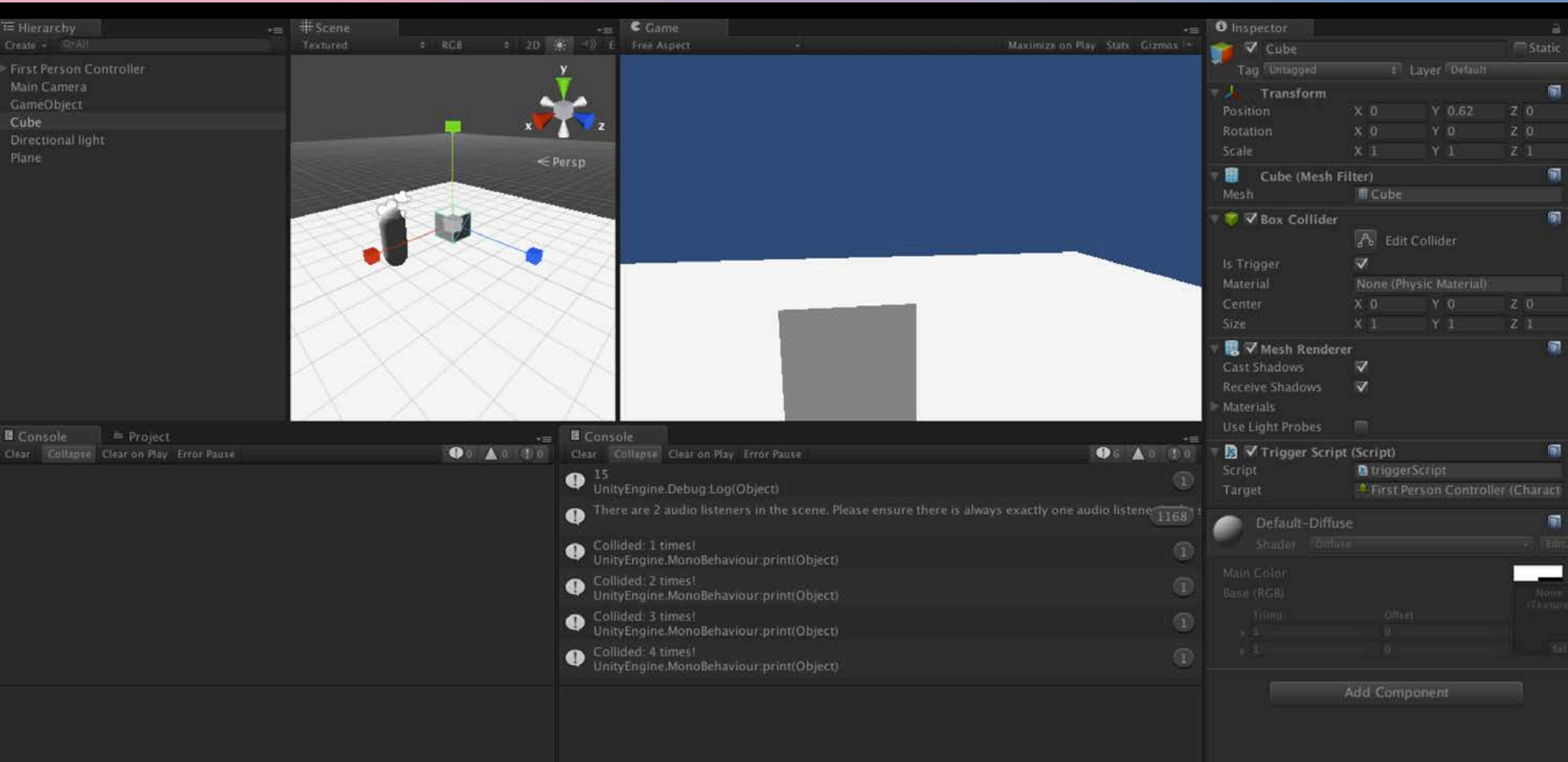
Triggers and Collisions

To add a counter to collision

Checks how many times collision happened

```
var target : Collider;
private var counter : int = 0;

 function OnTriggerEnter(cubeTrigger : Collider)
{
if (cubeTrigger == target)
{
counter = counter + 1;
print("Collided: " + counter + " times!");
}}
```

Triggers and Collisions



Triggers and Collisions

to create an invisible trigger zone

Select the object >
Inspector > remove Mesh Renderer Component

The object will be invisible but still allow collision detection

Sounds

Supported Audio Formats

MPEG layer 3 .mp3
Ogg Vorbis .ogg
Microsoft Wave .wav
Audio Interchange File Format .aiff / .aif
Ultimate Soundtracker module .mod
Impulse Tracker module .it
Scream Tracker module .s3m
FastTracker 2 module .xm

Sounds

13) Import new Asset (sound effect/s)

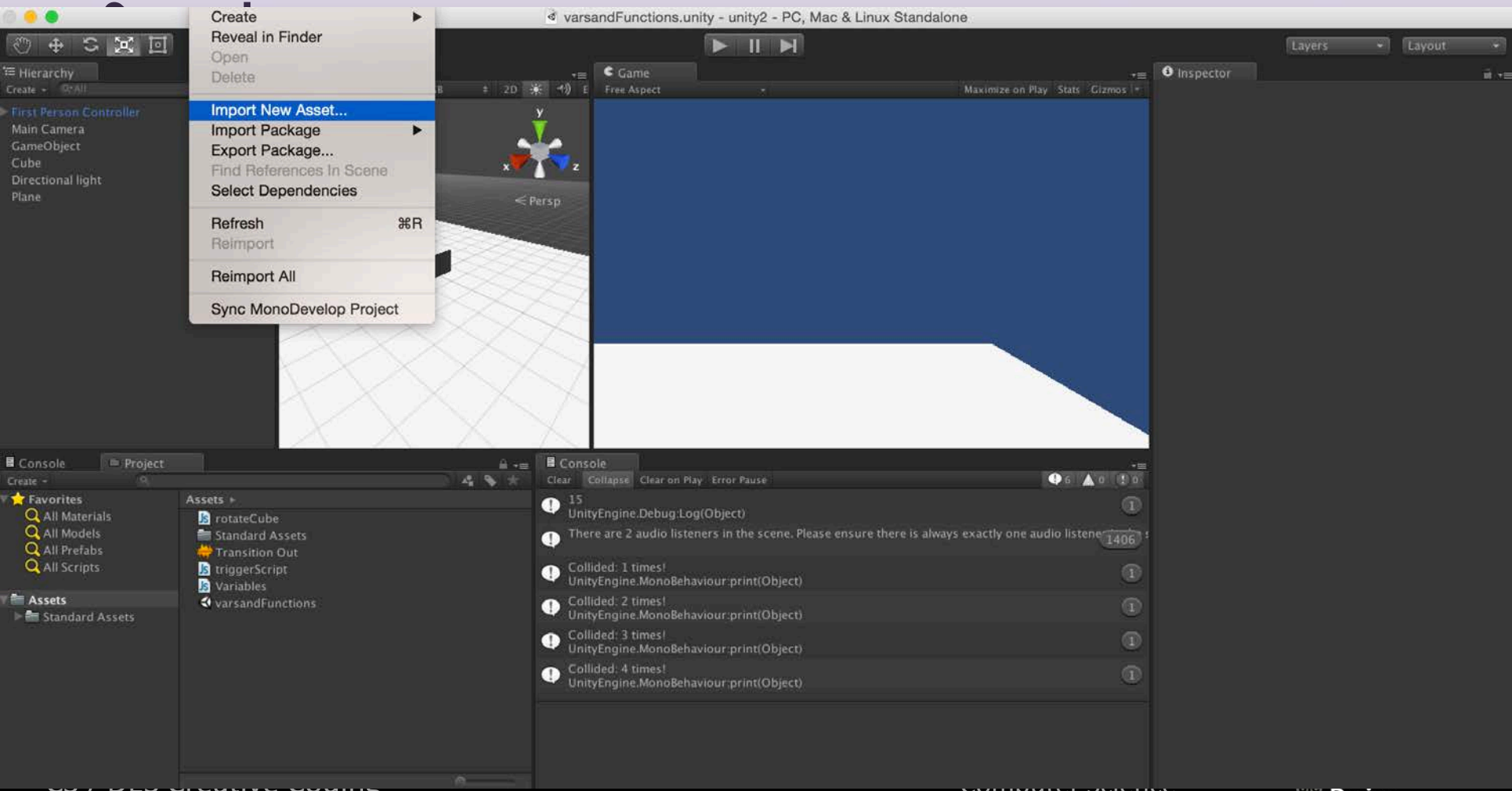
14) Add Audio Source to the Cube (Inspector>Add Component >Audio Source)

15) Uncheck button “Play On Awake”

16) Drag sound effect to the Inspector > Trigger Script >My sound

Sounds

```
var target : Collider;
private var counter : int = 0;
var mySound : AudioClip;

function OnTriggerEnter(cubeTrigger : Collider)
{
  if (cubeTrigger == target)
  {
    GetComponent.<AudioSource>().PlayOneShot(mySound);
    counter = counter + 1;
    print("Collided: " + counter + " times!");
  }
}
```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Import Package
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Refresh ⌘R
Reimport
Reimport All
Sync MonoDevelop Project
varsandFunctions.unity - unity2 - PC, Mac & Linux Standalone
Hierarchy
First Person Controller
Main Camera
GameObject
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Directional light
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Game
Free Aspect
Maximize on Play
Stats
Gizmos
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Transition Out
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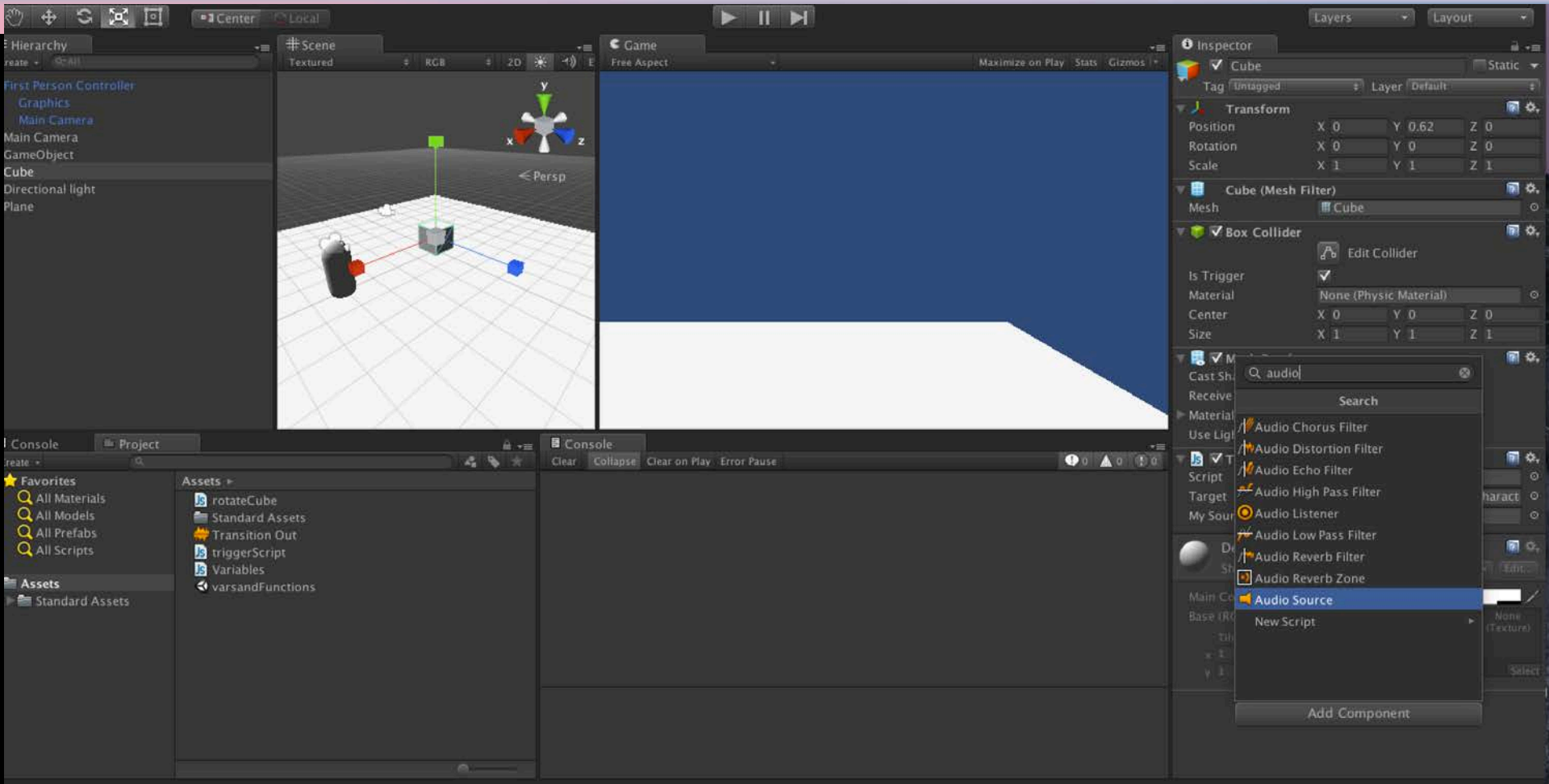
UnityEngine.Debug:Log(Object)
There are 2 audio listeners in the scene. Please ensure there is always exactly one audio listene
1406
Collided: 1 times!
UnityEngine.MonoBehaviour:print(Object)
Collided: 2 times!
UnityEngine.MonoBehaviour:print(Object)
Collided: 3 times!
UnityEngine.MonoBehaviour:print(Object)
Collided: 4 times!
UnityEngine.MonoBehaviour:print(Object)

Sounds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Cube (Mesh Filter)
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Audio Echo Filter
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Audio Low Pass Filter
Audio Reverb Filter
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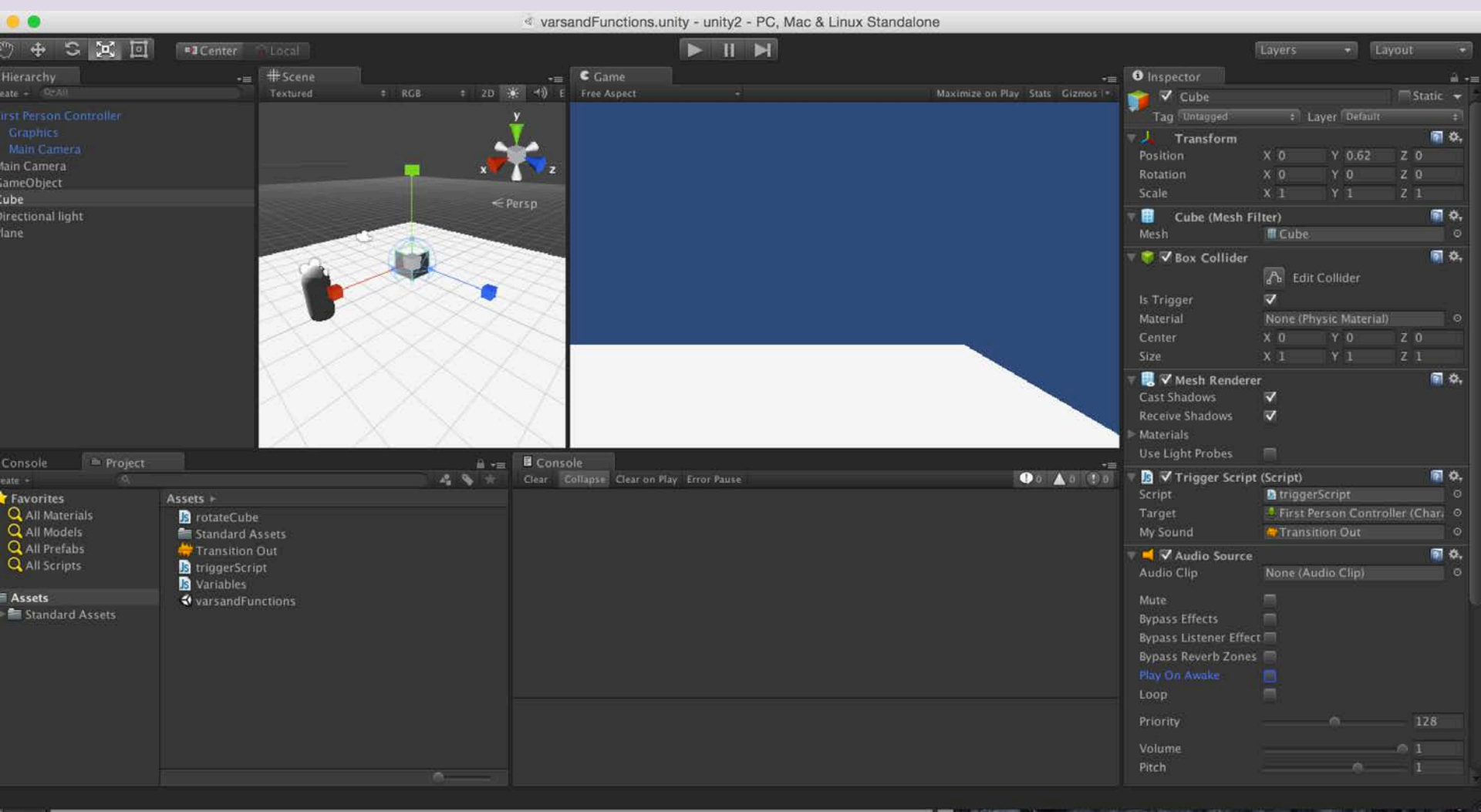
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Edit Collider
Is Trigger
Material
None (Physic Material)
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Size
Mesh Renderer
Cast Shadows
Receive Shadows
Materials
Use Light Probes
Trigger Script (Script)
Script
triggerScript
Target
First Person Controller (Chara
My Sound
Transition Out
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Audio Clip
None (Audio Clip)
Mute
Bypass Effects
Bypass Listener Effect
Bypass Reverb Zones
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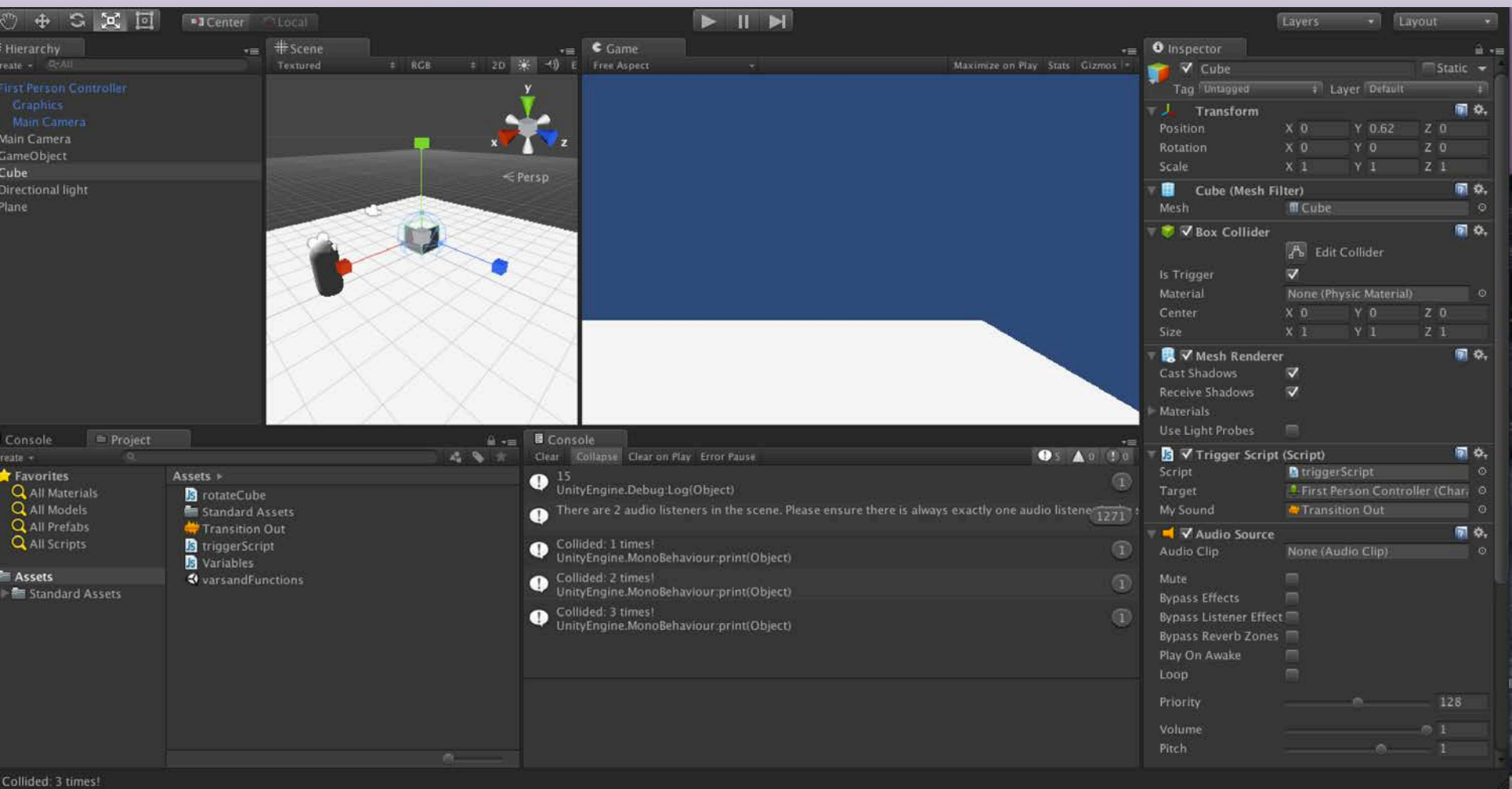
Collapse
Clear on Play
Error Pause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Audio Clip
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