Intro to Unity3D

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September 24, 2012 JaxMug

Who am I?

- Joel Hegeman
- Vice President of New Age Solution
- Developed web and mobile applications since 1998
- Currently have two unity games in development
- This is my last ever presentation as a 34 year old
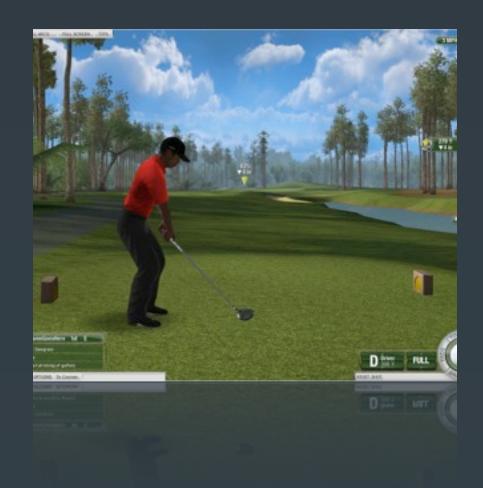- Greatest Baseball Player of All Time

What are we going to cover?

- What is Unity3D
- What kind of games can be written in Unity3D?
- IDE Basics
- Creating a Scene
- Moving around the Character
- Time Permitting......Blowing Stuff up!!!
- Q&A

What is Unity3D

- Asset centric rather than code centric game engine. Putting the focus on the assets in much the same way as a 3D modeling application.
- Cross platform game engine
  - PC/MAC (Ubuntu support coming in 4.0)
  - Android/iOS (WP8 support coming in 4.0)
  - Consoles (PS3/Wii/Xbox 360)
  - Web (Chrome/Flash/Unity Web Player)
- Development, Testing, and deployment tool for your game.
- Games can be written in c#, boo, and most importantly JavaScript.

What kind of games can be written in Unity3D?

- Side Scrolling Games
- FPS
- 3rd Person Shooters
- RPG
- MMORPG
- Racing
- Sports
- Anything!!!

IDE Basics

- Finally we get to see this Unity3d I've been blabbing about!

Creating a Scene

- Game Objects
- Prefabs
- Tags
- Inspector

Let's Move This Guy!

- Attaching a script

Blowing Stuff Up!!!

- The detonator package

Where Can I Get Started?

- http://unity3d.com/support/

- http://www.unity3dstudent.com/

- Youtube

- Many many more sites some free and some paid tutorials and training

Questions and perhaps Answers