



Unity

Multimedia Techniques & Applications

Yu-Ting Wu

Introduction

- **Game engine**
 - A **software framework** primarily designed for the development of video games, and generally includes **relevant libraries** and **support programs**
- **Top game engines**
 - **Unity**
 - **Unreal Engine (UE)**
 - Amazon Lumberyard
 - CryEngine
 - GameMaker: Studio
 - Godot
 - Cocos2d

Unity v.s. Unreal Engine

Blender Classroom Demo



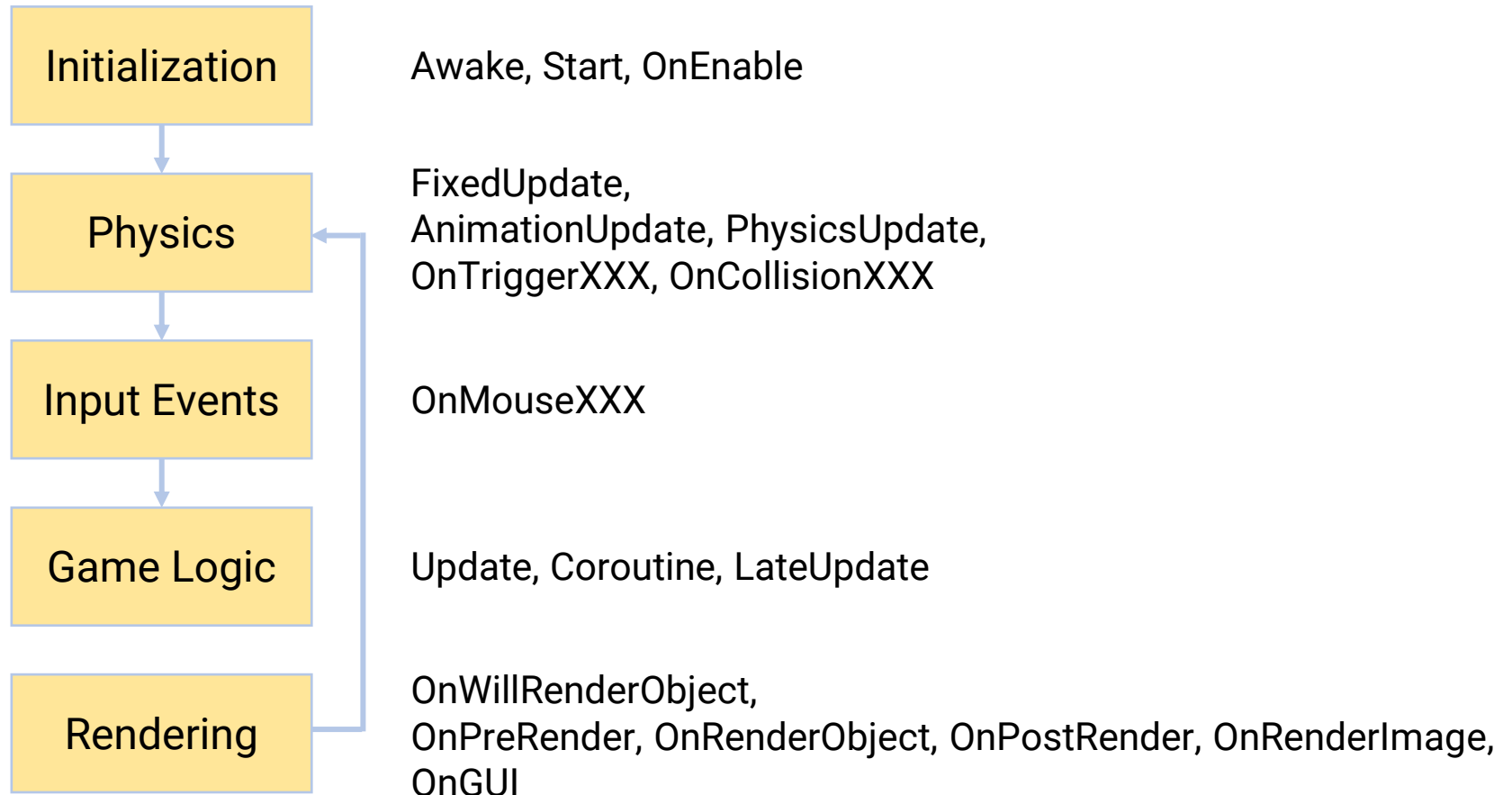
Unity v.s. Unreal Engine (cont.)

	Unreal Engine	Unity
Pros	<ul style="list-style-type: none">• Better rendering quality• Better material editing system• Blueprint for prototype	<ul style="list-style-type: none">• Easier to learn• Easier to deploy to various platform• More online resource
Cons	<ul style="list-style-type: none">• Steeper learning curve• Fewer online assets	<ul style="list-style-type: none">• Lower rendering quality

Unity

Unity Overview

- **Unity event order list (lifecycle flowchart)**

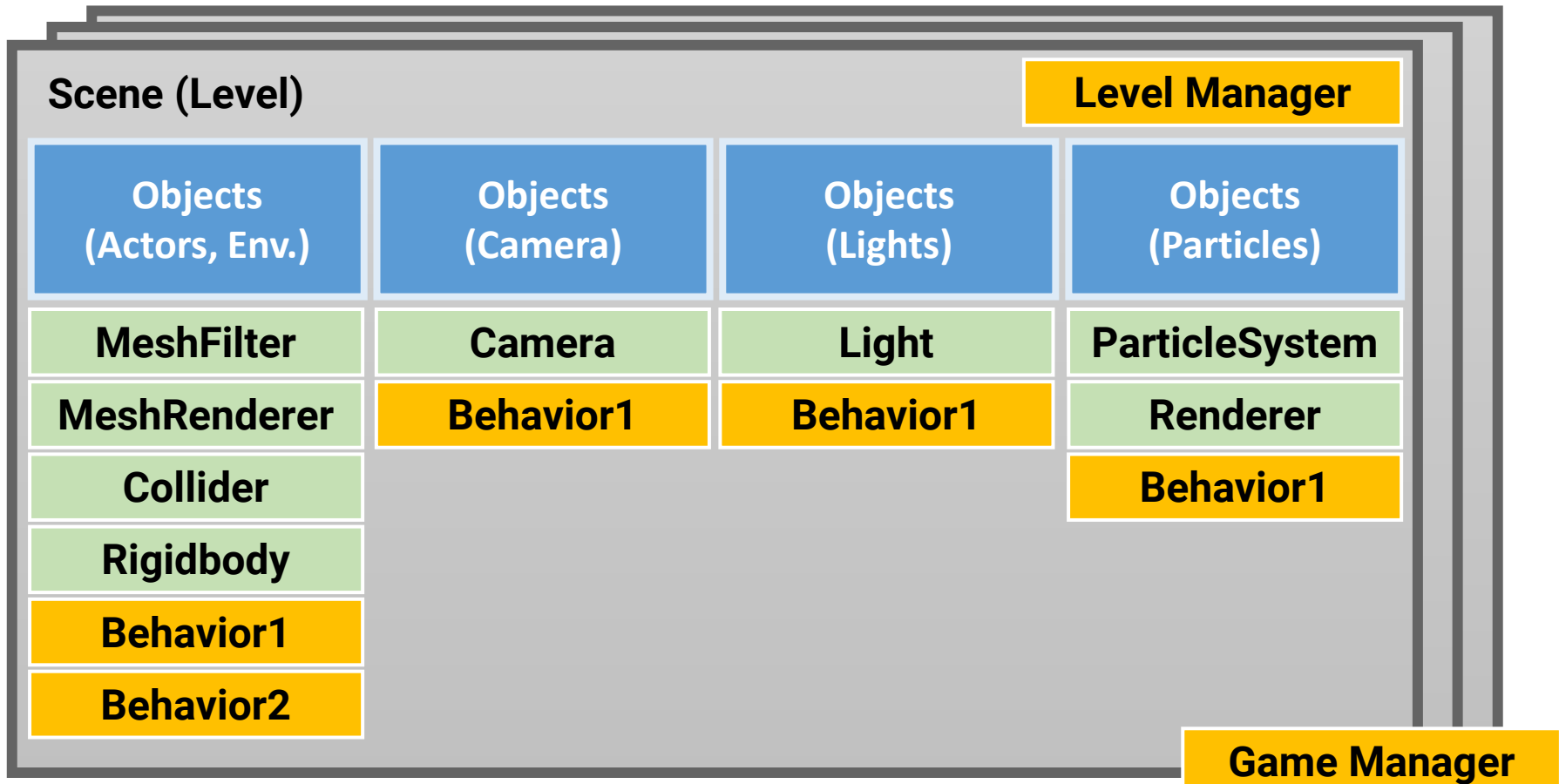


Unity Overview (cont.)

Custom

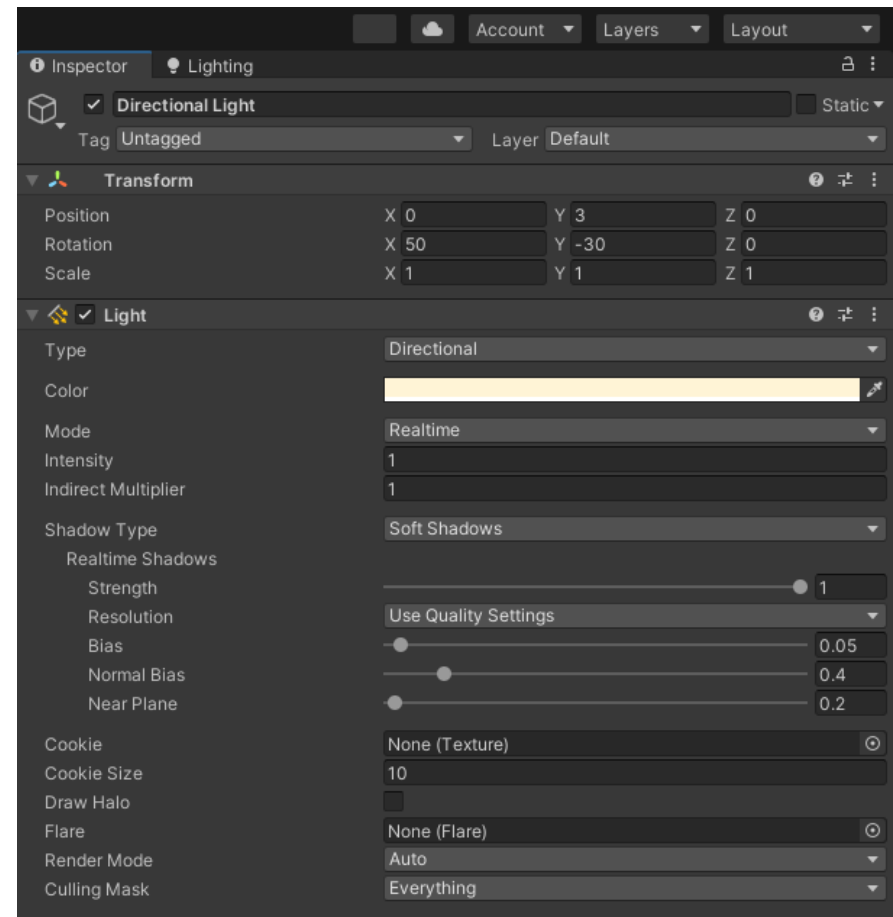
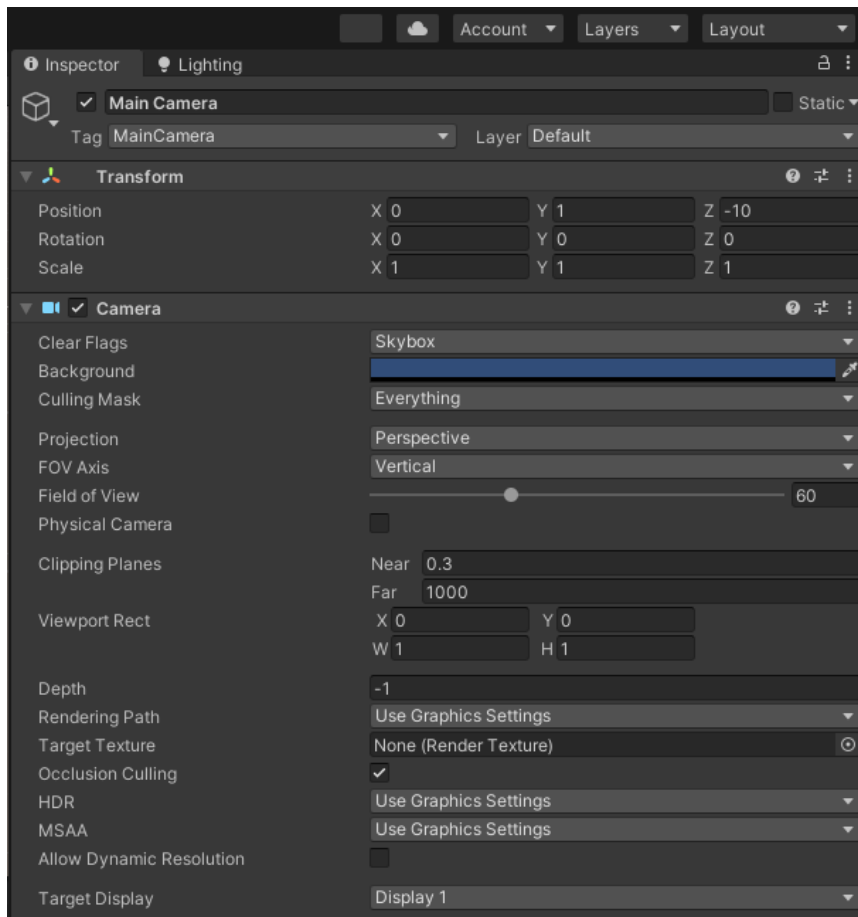
Built-in

- Component-based (C# scripts)

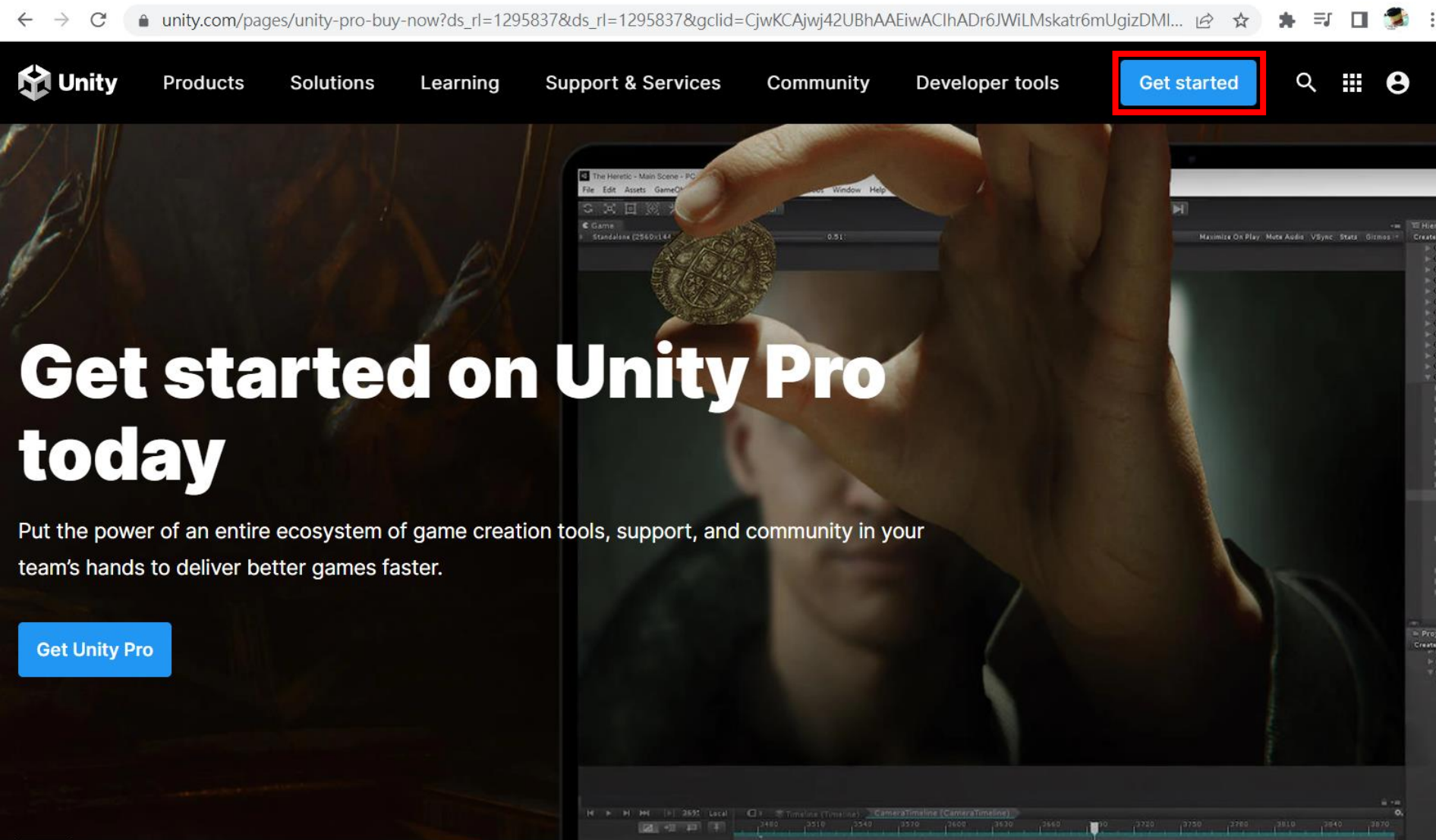


Unity Overview (cont.)

- Component-based (C# scripts)



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Teams

Student

Learn the tools and workflows professionals use on the job

Free

Sign up

Eligibility:

Students 16 years and older who are enrolled in an accredited educational institution and can provide consent to the collection and processing of their personal information.

- ✓ Latest version of the core Unity development platform
- ✓ Five seats of Unity Teams Advanced



Real-time cloud diagnostics

Personal

Start creating with the free version of Unity

Free

Get started

[Learn more](#)

Eligibility:

Revenue or funding less than \$100K in the last 12 months

- ✓ Latest version of the core Unity development platform
- ✓ Resources for getting started and learning Unity



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Start learning

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How to get started

System requirements

New users

Resources

Create with Unity in three steps

1. Download the Unity Hub

Follow the instructions onscreen for guidance through the installation process and setup.

[Download for Windows](#)

[Download for Mac](#)

[Instructions for Linux](#)

2. Choose your Unity version

Install the latest version of Unity, an older release, or a beta featuring the latest in-development features.

[Visit the download archive](#)

3. Start your project

Begin creating from scratch, or pick a template to get your first project up and running quickly. Access tutorial videos designed to support creators, from beginners to experts.



Unity Hub (1)

Unity Hub 3.1.2



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Projects



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**UnityTutorial**

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2020.3.30f1

**CourseAssets**

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2 days ago

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**Ambient Occlusion**

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2020.3.30f1

**My project**

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Unity Hub 3.1.2

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Locate Install Editor

All Official releases Pre-releases

Search

 **2020.3.30f1** LTS 

C:\Program Files\Unity\Hub\Editor\2020.3.30f1\Editor\Unity.exe

WebGL Windows

Unity Hub (3)

Unity Hub 3.1.2

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Installs

Locate **Install Editor**

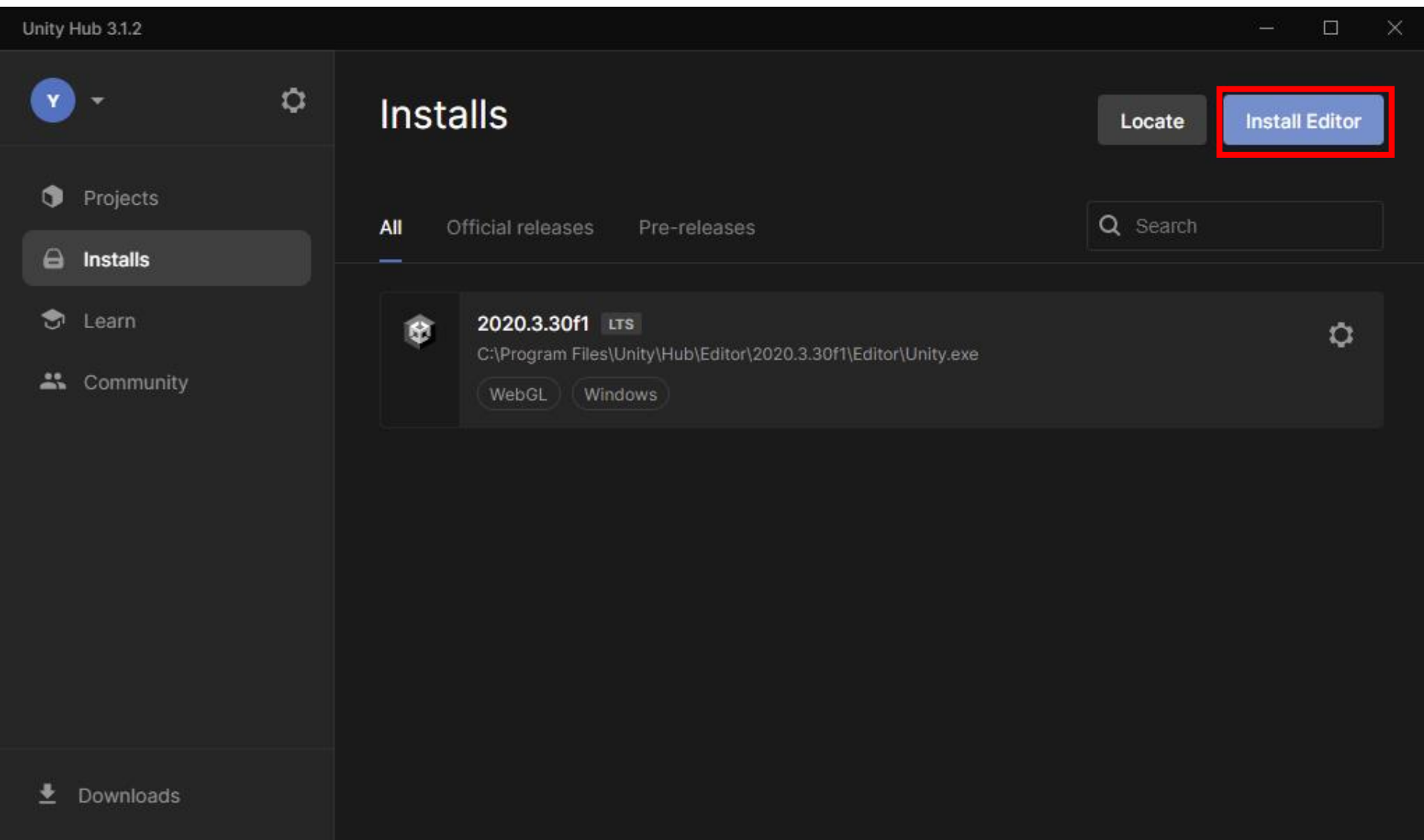
All Official releases Pre-releases

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 **2020.3.30f1** LTS 

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WebGL Windows



Unity Hub (4)

Unity Hub 3.1.2



Install Unity Editor

[Official releases](#)[Pre-releases](#)[Archive](#)

LONG TERM SUPPORT (LTS)

**2021.3.2f1** LTS

Recommended version

[Install](#)**2020.3.34f1** LTS[Install](#)**2019.4.39f1** LTS[Install](#)

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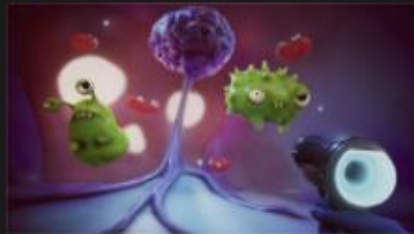
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Creator Kit: Beginner Code

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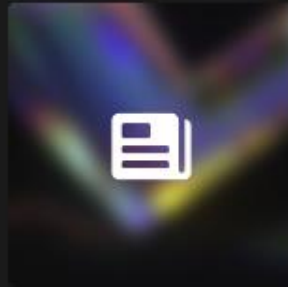
Unity Hub (6)

Unity Hub 3.1.2




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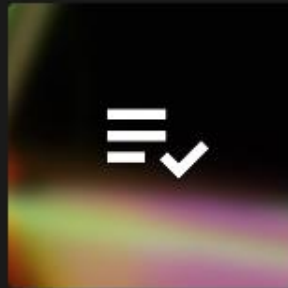
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Answers

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Post questions, find answers, see awesome projects, meet your peers, or even

Create a new project (1)

Unity Hub 3.1.2

Projects

Open **New project**

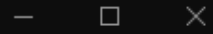
Search...

★	NAME	MODIFIED ^	EDITOR VERSION	
★	UnityTutorial C:\Users\user\UnityTutorial	17 hours ago	2020.3.30f1	⌵ ...
★	CourseAssets C:\Users\user\CourseAssets	2 days ago	2020.3.30f1	⌵ ...
★	Ambient Occlusion C:\Users\user\Ambient Occlusion	2 months ago	2020.3.30f1	⌵ ...
★	My project C:\Users\user\My project	2 months ago	2020.3.30f1	⌵ ...

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Create a new project (2)

Unity Hub 3.1.2



New project

Editor Version: **2020.3.30f1** LTS ↕

☰ All templates

▣ Core

▣ Sample

🎓 Learning

🔍 Search all templates

**2D**
Core**3D**
Core**3D Sample Scene (HDRP)**
Sample**3D Sample Scene (URP)**
Sample**Karting Microgame**
Learning**3D**

This is an empty 3D project that uses Unity's built-in renderer.

[Read more](#)

PROJECT SETTINGS

Project name

NewProject

Location

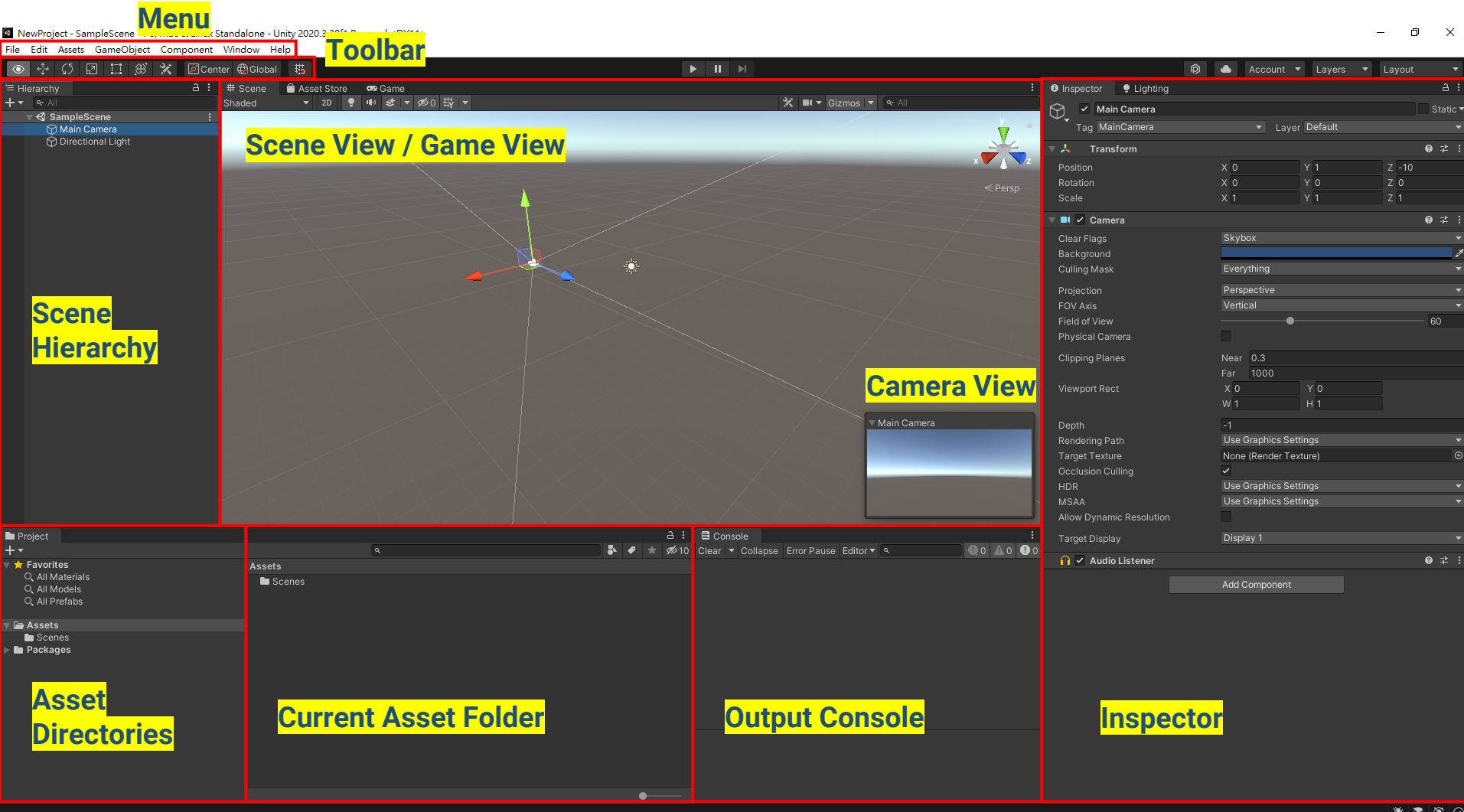
C:\Users\user

Cancel

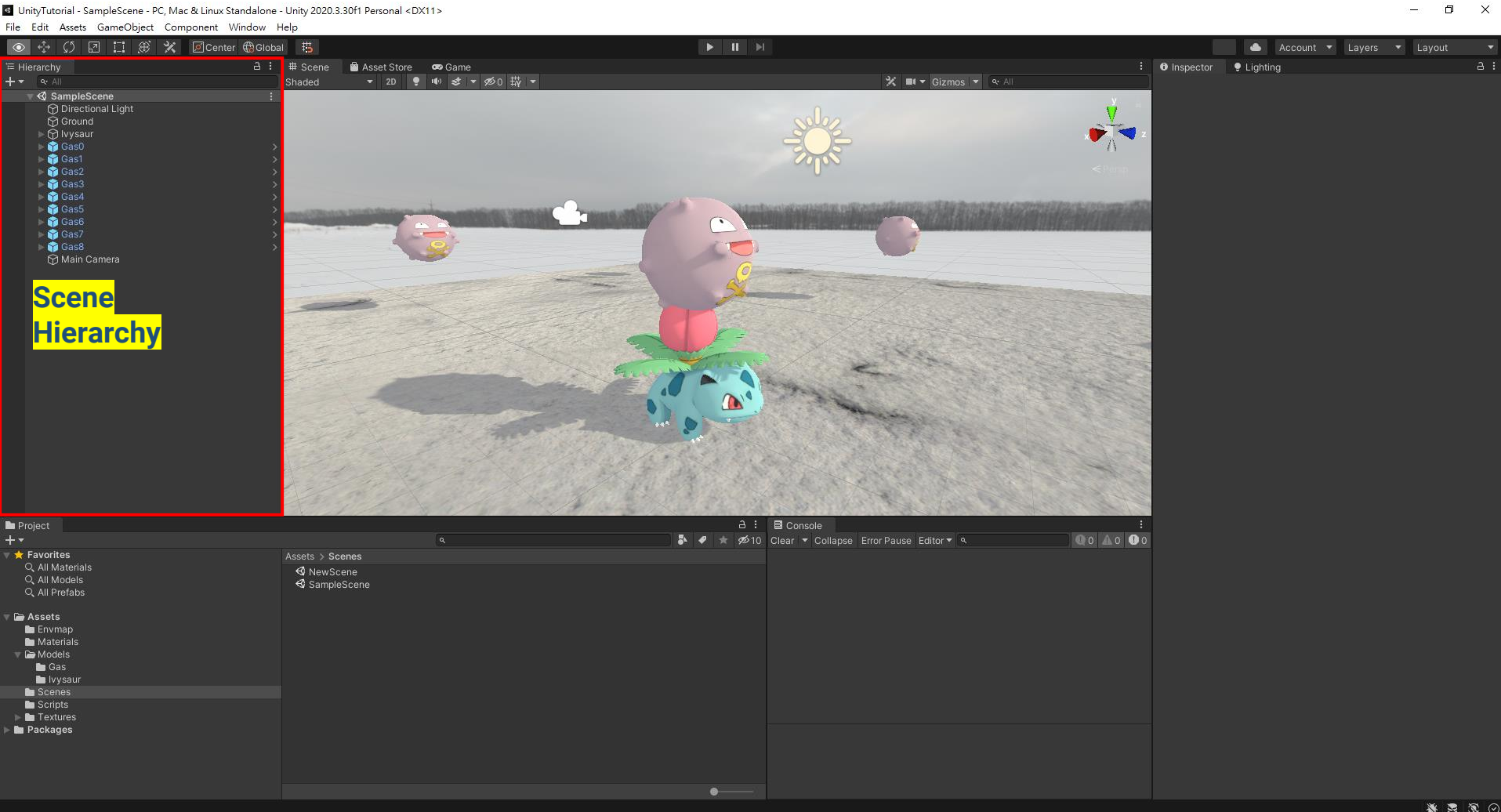
Create project

Unity Editor

Editor layout



Scene



Object

UnityTutorial - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.30f1 Personal <DX11>

File Edit Assets GameObject Component Window Help

Inspector Lighting

Ivysaur_New

Tag Untagged Layer Default

Model Open Select Overrides

Transform

Position X 0 Y 0 Z 0

Rotation X -90 Y 0 Z 0

Scale X 2 Y 2 Z 2

Ivysaur (Mesh Filter)

Mesh Ivysaur

Mesh Renderer

Materials 4

Lighting

Probes

Additional Settings

Rigidbody

Mass 1

Drag 0

Angular Drag 0.05

Use Gravity

Is Kinematic

Interpolate None

Collision Detection Discrete

Constraints

Freeze Position X Y Z

Freeze Rotation X Y Z

Info

Box Collider

Edit Collider

Is Trigger

Material None (Physic Material)

Center X 5.960464e Y 0.1085825 Z 0.6347752

Size X 1.65471 Y 1.651985 Z 1.26955

Material #46 (Material)

Shader Standard Edit...

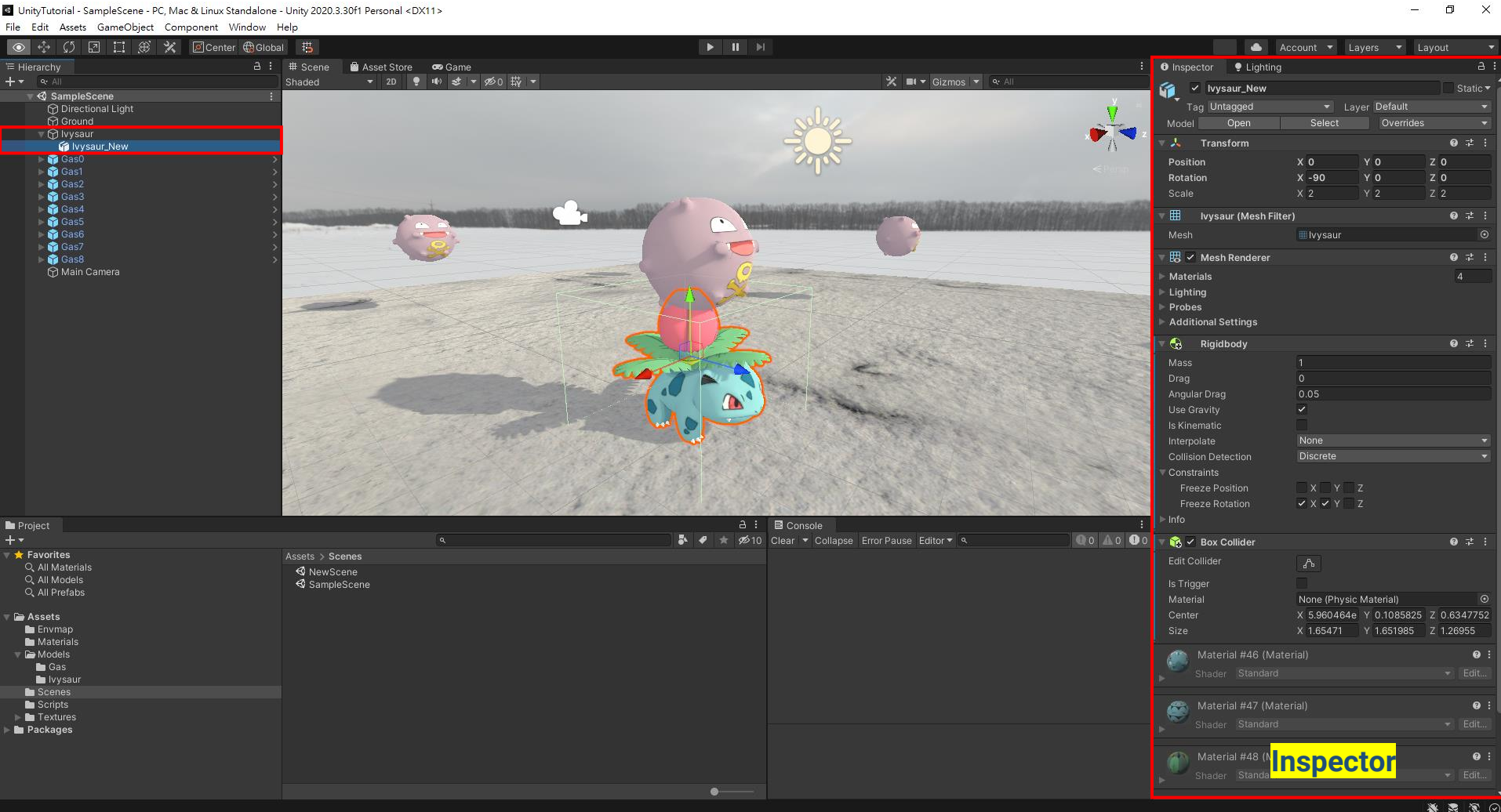
Material #47 (Material)

Shader Standard Edit...

Material #48 (Material)

Shader Standard Edit...

Inspector



Camera

UnityTutorial - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.30f1 Personal <DX11>

File Edit Assets GameObject Component Window Help

The screenshot displays the Unity 2020.3.30f1 Personal interface. The central viewport shows a 3D scene with a camera (Main Camera) positioned over a landscape. The camera is currently in Perspective view. The Inspector panel on the right is highlighted with a red border and contains a yellow 'Inspector' label. The Inspector panel shows the following settings for the Main Camera:

- Tag: MainCamera
- Layer: Default
- Transform: Position (X: 0, Y: 4, Z: -4), Rotation (X: 30, Y: 0, Z: 0), Scale (X: 1, Y: 1, Z: 1)
- Camera: Clear Flags (Skybox), Background (Skybox), Culling Mask (Everything), Projection (Perspective), FOV Axis (Vertical), Field of View (60), Physical Camera (unchecked), Clipping Planes (Near: 0.3, Far: 1000), Viewport Rect (X: 0, Y: 0, W: 1, H: 1), Depth (-1), Rendering Path (Use Graphics Settings), Target Texture (None (Render Texture)), Occlusion Culling (checked), HDR (Use Graphics Settings), MSAA (Use Graphics Settings), Allow Dynamic Resolution (unchecked), Target Display (Display 1)
- Audio Listener (checked)

The Project panel on the left shows the hierarchy of the scene, including the Main Camera. The Hierarchy panel on the left shows the scene's structure, including the Main Camera and various objects like Gas0 through Gas8, Ivysaur, and a Directional Light. The Console panel at the bottom shows the current scene is SampleScene.

Light

UnityTutorial - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.30f1 Personal <DX11>

File Edit Assets GameObject Component Window Help

Inspector Lighting

Directional Light

Tag Untagged Layer Default

Transform

Position	X 0	Y 4.8	Z 2.11
Rotation	X 29.149	Y 155.075	Z 219.632
Scale	X 1	Y 1	Z 1

Light

Type Directional

Color

Mode Mixed

Intensity 1

Indirect Multiplier 1

Shadow Type Soft Shadows

Baked Shadow Angle 0

Realtime Shadows Strength 1

Resolution Use Quality Settings

Bias 0.05

Normal Bias 0.4

Near Plane 0.2

Cookie None (Texture)

Cookie Size 10

Draw Halo

Flare None (Flare)

Render Mode Auto

Culling Mask Everything

Add Component

Inspector

Hierarchy and transform

UnityTutorial - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.30f1 Personal <DX11>

File Edit Assets GameObject Component Window Help

Inspector Lighting

Main Camera

Tag MainCamera Layer Default

Transform

Position	X 0	Y 4	Z -4
Rotation	X 30	Y 0	Z 0
Scale	X 1	Y 1	Z 1

Camera

relative transform

E.g., make the camera a sub-object of the Ivysaur (when the Ivysaur moves, the camera will follow it)

Project

Assets > Scenes

- NewScene
- SampleScene

Assets

- Envmap
- Materials
- Models
 - Gas
 - Ivysaur
- Scenes
- Scripts
- Textures

Packages

Console

Clear Collapse Error Pause Editor

10

Audio Listener

Add Component

Add new objects

UnityTutorial - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.30f1 Personal <DX11>

File Edit Assets **GameObject** Component Window Help

- Create Empty Ctrl+Shift+N
- Create Empty Child Alt+Shift+N
- Create Empty Parent Ctrl+Shift+G
- 3D Object >
 - Cube
 - Sphere
 - Capsule
 - Cylinder
 - Plane
 - Quad
 - Text - TextMeshPro
 - Ragdoll...
 - Terrain
 - Tree
 - Wind Zone
 - 3D Text
- Effects >
- Light >
- Audio >
- Video >
- UI >
- Camera
- Center On Children
- Make Parent
- Clear Parent
- Set as first sibling Ctrl+=
- Set as last sibling Ctrl+-
- Move To View Ctrl+ALT+F
- Align With View Ctrl+Shift+F
- Align View to Selected
- Toggle Active State Alt+Shift+A

Inspector

Lighting

Main Camera

Tag MainCamera Layer Default

Transform

Position	X 0	Y 4	Z -4
Rotation	X 30	Y 0	Z 0
Scale	X 1	Y 1	Z 1

Camera

Clear Flags Skybox

Background

Culling Mask Everything

Projection Perspective

FOV Axis Vertical

Field of View 60

Physical Camera

Clipping Planes

Near 0.3

Far 1000

Viewport Rect

X 0	Y 0
W 1	H 1

Depth

Rendering Path Use Graphics Settings

Target Texture None (Render Texture)

Occlusion Culling

HDR Use Graphics Settings

MSAA Use Graphics Settings

Allow Dynamic Resolution

Target Display Display 1

Audio Listener

Add Component

Project

Favorites

- All Materials
- All Models
- All Prefabs

Assets

- Envmap
- Materials
- Models
 - Gas
 - Ivysaur
 - Scenes
 - Scripts
 - Textures
- Packages

Assets > Scenes

- NewScene
- SampleScene

Console

Clear Collapse Error Pause Editor

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下午 02:46
2022/5/20

Components

UnityTutorial - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.30f1 Personal <DX11>

File Edit Assets GameObject Component Window Help

The screenshot displays the Unity 2020.3.30f1 Personal interface. The main view shows a 3D scene with a pink pig-like creature and a blue dinosaur-like creature. The Inspector panel on the right is highlighted with a red box and contains yellow text labels: 'geometry', 'renderer', 'rigidbody', and 'collider'.

Inspector Panel (Ivysaur_New):

- Tag: Untagged, Layer: Default
- Model: Open, Select, Overrides
- Transform: Position (X: 0, Y: 0, Z: 0), Rotation (X: -90, Y: 0, Z: 0), Scale (X: 2, Y: 2, Z: 2)
- Ivysaur (Mesh Filter): Mesh: Ivysaur
- Mesh Renderer: Materials: 4
- Rigidbody: Mass: 1, Drag: 0, Angular Drag: 0.05, Use Gravity: , Is Kinematic: , Interpolate: None, Collision Detection: Discrete
- Constraints: Freeze Position (X: , Y: , Z:), Freeze Rotation (X: , Y: , Z:)
- Info
- Box Collider: Edit Collider: , Is Trigger: , Material: None (Physic Material), Center (X: 5.960464e, Y: 0.1085825, Z: 0.6347752), Size (X: 1.65471, Y: 1.651985, Z: 1.26955)
- Material #46 (Material): Shader: Standard
- Material #47 (Material): Shader: Standard
- Material #48 (Material): Shader: Standard

Scene Hierarchy:

- SampleScene
 - Directional Light
 - Ground
 - Ivysaur
 - Main Camera
 - Gas0
 - Gas1
 - Gas2
 - Gas3
 - Gas4
 - Gas5
 - Gas6
 - Gas7
 - Gas8

Project Panel:

- Favorites: All Materials, All Models, All Prefabs
- Assets: Envmap, Materials, Models (Gas, Ivysaur), Scenes, Scripts, Textures, Packages

Assets > Scenes:

- NewScene
- SampleScene

Console: Clear, Collapse, Error Pause, Editor

Add new components

UnityTutorial - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.30f1 Personal+ <DX11>

File Edit Assets GameObject **Component** Window Help

- Mesh >
- Effects >
- Physics >
- Physics 2D >
- Navigation >
- Audio >
- Video >
- Rendering >
- Tilemap >
- Layout >
- Playables >
- Miscellaneous >
- Scripts >
- UI >
- Event >
- Add... Ctrl+Shift+A

Inspector

Lighting

Ivysaur_New

Tag Untagged Layer Default

Model Open Select Overrides

Transform

Position	X 0	Y 0	Z 0
Rotation	X -90	Y 0	Z 0
Scale	X 2	Y 2	Z 2

Ivysaur (Mesh Filter)

Mesh Ivysaur

Mesh Renderer

Materials 4

Lighting

Probes

Additional Settings

Rigidbody

Mass	1
Drag	0
Angular Drag	0.05
Use Gravity	<input checked="" type="checkbox"/>
Is Kinematic	<input type="checkbox"/>
Interpolate	None
Collision Detection	Discrete

Constraints

Freeze Position	<input type="checkbox"/> X <input type="checkbox"/> Y <input type="checkbox"/> Z
Freeze Rotation	<input checked="" type="checkbox"/> X <input checked="" type="checkbox"/> Y <input type="checkbox"/> Z

Info

Box Collider

Edit Collider

Is Trigger

Material None (Physic Material)

Center	X 5.960464e	Y 0.1085825	Z 0.6347752
Size	X 1.65471	Y 1.651985	Z 1.26955

Material #46 (Material)

Shader Standard Edit...

Material #47 (Material)

Shader Standard Edit...

Material #48 (Material)

Shader Standard Edit...

Project

Assets > Scenes

- NewScene
- SampleScene

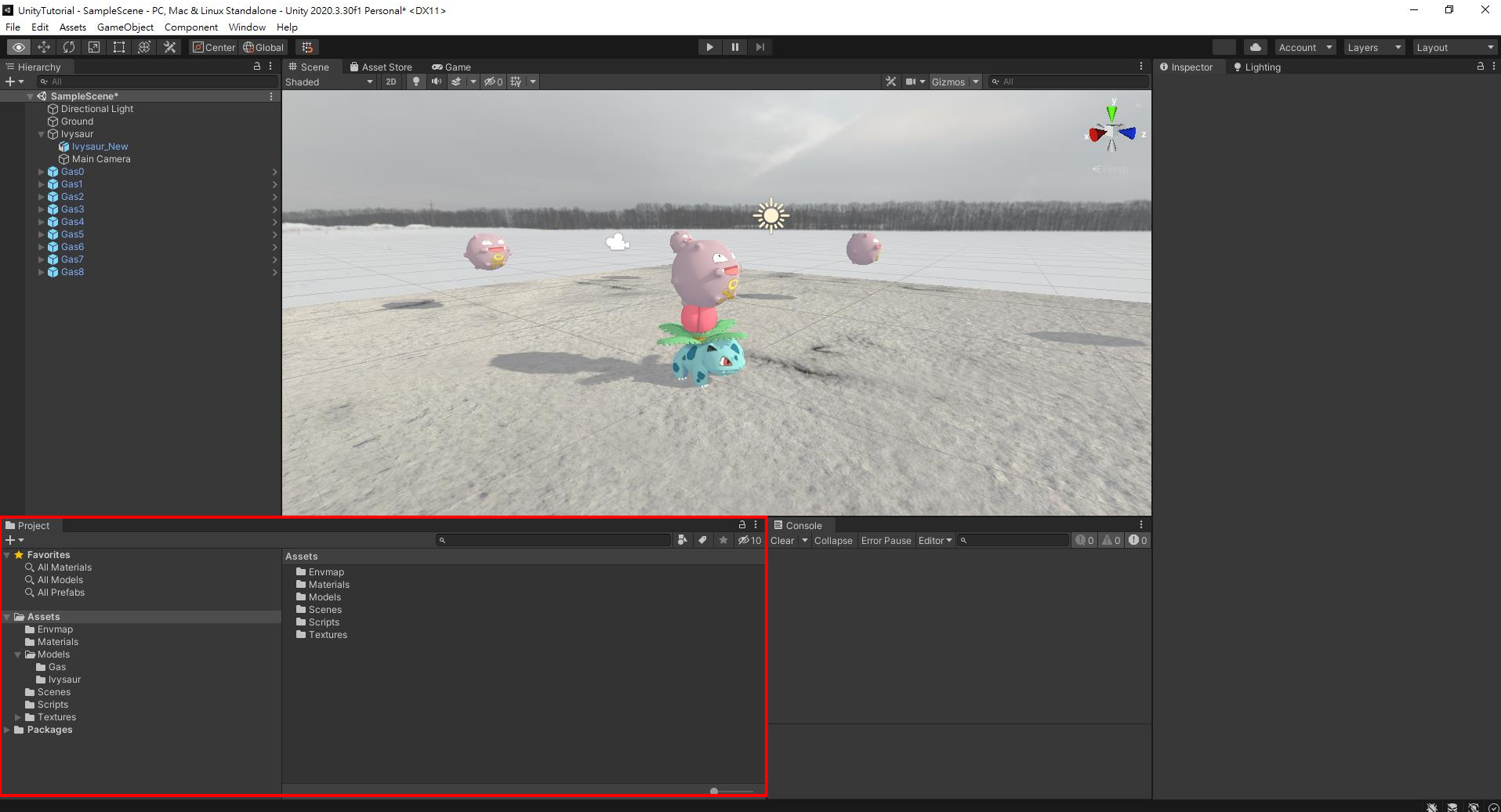
Console

Clear Collapse Error Pause Editor

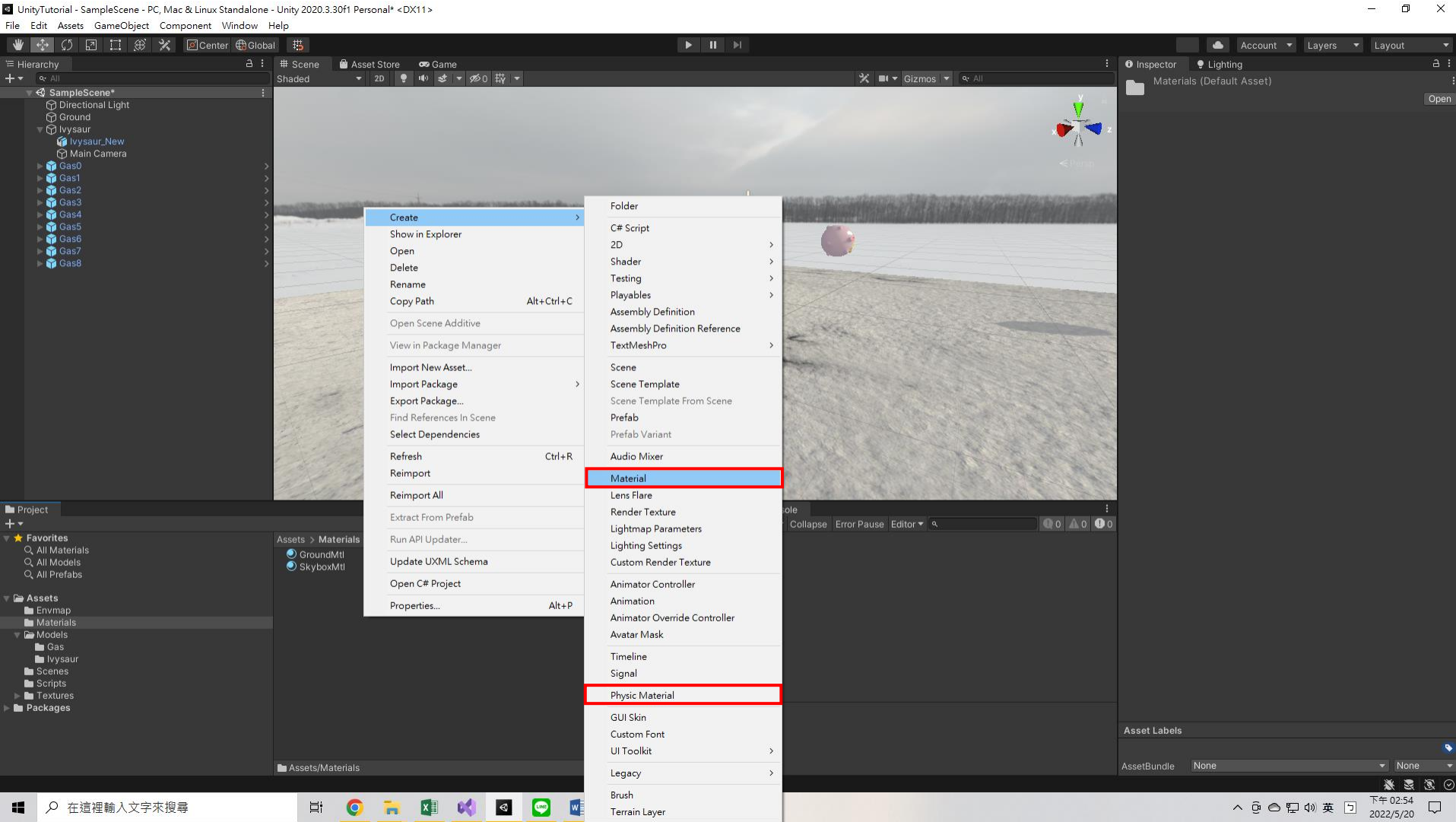
Windows Taskbar: 在 這裡 輸入 文字 來 搜尋

System Tray: 下午 02:52 2022/5/20

Assets Management



Material (for rendering / physics)



Material (for rendering)

The screenshot displays the Unity 2020.3.30f1 Personal* interface. The main window shows a 3D scene with a ground plane, a skybox, and several objects including a pink bear-like creature, a blue and red creature, and a sun. The Inspector panel on the right is open to the 'Material' tab, showing the 'Ground Mtl (Material)' selected. The Inspector panel includes the following sections:

- Inspector**: Ground Mtl (Material), Shader: Standard, Edit...
- Rendering Mode**: Opaque
- Main Maps**:
 - Albedo: [Color Picker]
 - Metallic: 0
 - Smoothness: 0
 - Source: Metallic Alpha
 - Normal Map: 1
 - Height Map: [Off]
 - Occlusion: [Off]
 - Detail Mask: [Off]
- Emission**: [Off]
- Tiling**: X 1, Y 1
- Offset**: X 0, Y 0
- Secondary Maps**:
 - Detail Albedo x2: [Off]
 - Normal Map: 1
 - Tiling: X 1, Y 1
 - Offset: X 0, Y 0
 - UV Set: UV0
- Forward Rendering Options**:
 - Specular Highlights: [Checked]
 - Reflections: [Checked]
- Advanced Options**:
 - Render Queue: From Shader 2000
 - Enable GPU Instancing: [Off]
 - Double Sided Global Illumina: [Off]

The Project panel at the bottom left shows the 'Assets > Materials' folder containing 'GroundMtl' and 'SkyboxMtl'. The Console panel at the bottom right is empty.

Import new assets

The screenshot displays the Unity 2020.3.30f1 Personal+ interface. The top menu bar includes File, Edit, Assets, GameObject, Component, Window, and Help. The Assets menu is open, showing options such as Create, Show in Explorer, Open, Delete, Rename, Copy Path (Alt+Ctrl+C), Open Scene Additive, View in Package Manager, Import New Asset..., Import Package, Export Package..., Find References In Scene, Select Dependencies, Refresh (Ctrl+R), Reimport, Reimport All, Extract From Prefab, Run API Updater..., Update UXML Schema, Open C# Project, and Properties... (Alt+P). The main 3D scene shows a pink pig-like character on a green base, surrounded by other objects on a flat, sandy ground under a bright sun. The Inspector panel on the right shows the properties for the selected 'Gas Physic Mtl (Physic Material)', including Dynamic Friction (0.6), Static Friction (0.6), Bounciness (0), Friction Combine (Average), and Bounce Combine (Average). The Project panel on the left shows the hierarchy of assets, including Materials, Models, Scenes, Scripts, Textures, and Packages. A yellow text box with the text 'Or you can directly drag the files into the project' is overlaid on the Project panel.

UnityTutorial - SampleScene - PC, Mac & Linux Standalone - Unity 2020.3.30f1 Personal+ <DX11>

File Edit Assets GameObject Component Window Help

Create
Show in Explorer
Open
Delete
Rename
Copy Path Alt+Ctrl+C
Open Scene Additive
View in Package Manager
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh Ctrl+R
Reimport
Reimport All
Extract From Prefab
Run API Updater...
Update UXML Schema
Open C# Project
Properties... Alt+P

Inspector
Lighting
Gas Physic Mtl (Physic Material)
Open

Dynamic Friction 0.6
Static Friction 0.6
Bounciness 0
Friction Combine Average
Bounce Combine Average

Project
Favorites
All Materials
All Models
All Prefabs
Assets
Envmap
Materials
Models
Gas
Ivysaur
Scenes
Scripts
Textures
Packages

Assets > Materials
GasPhysicMtl
GroundMtl
SkyboxMtl

Assets/Materials/GasPhysicMtl.physicMaterial

Console
Clear Collapse Error Pause Editor

Asset Labels
AssetBundle None

Or you can directly drag the files into the project

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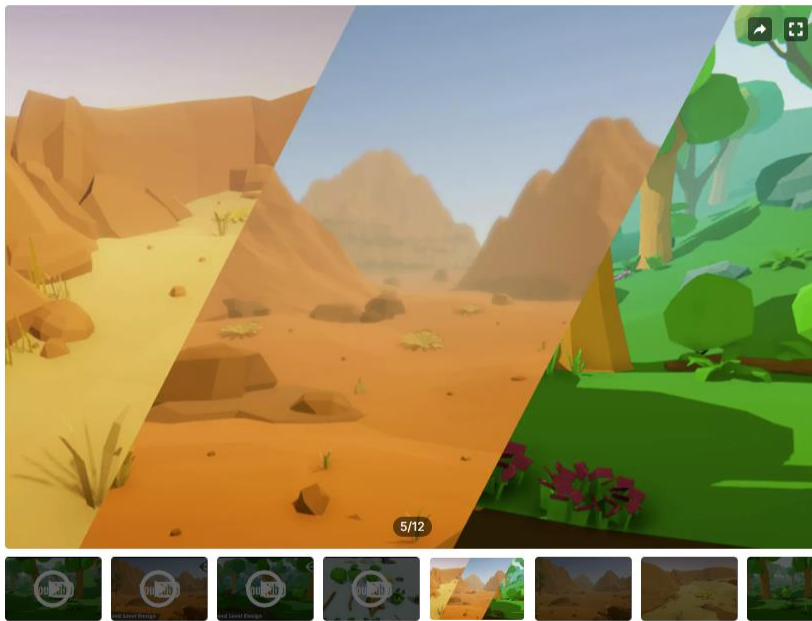
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2022/5/20

UnityAssetStore

assetstore.unity.com/packages/3d/environments/landscapes/lowpoly-environment-pack-99479#description

Home > 3D > Environments > Landscapes > LowPoly Environment Pack

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k0rveen 3 Assets ★★★★★ (Average)

LowPoly Environment Pack

★★★★★ (104) | ❤️ (8564)

FREE

👁️ 900 views in the past week

[Open in Unity](#) [❤️](#)

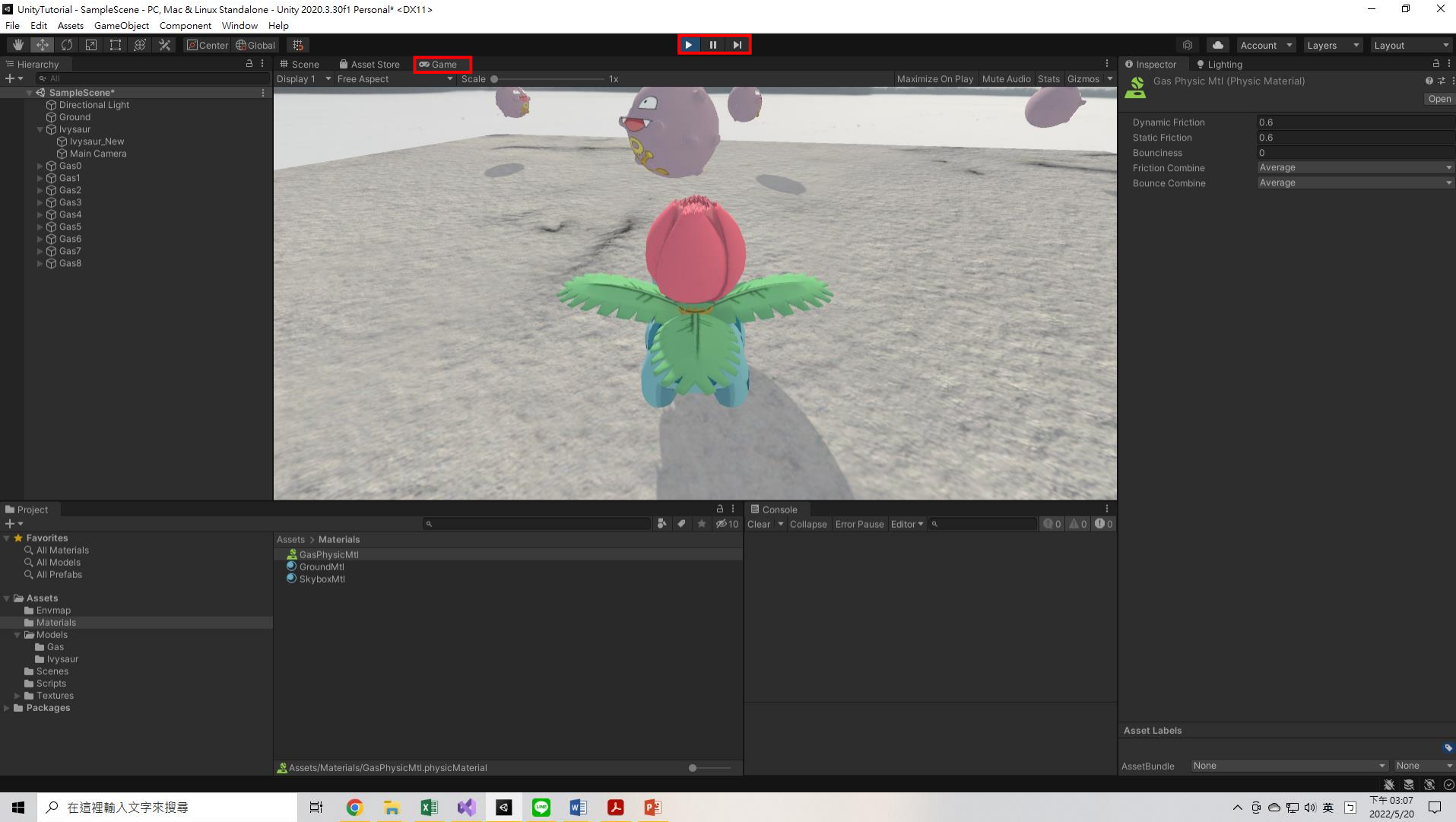
License agreement	Standard Unity Asset Store EULA
License type	Extension Asset
File size	1.8 MB
Latest version	1.0
Latest release date	Oct 7, 2017
Supported Unity versions	2017.1.0 or higher
Support	Visit site

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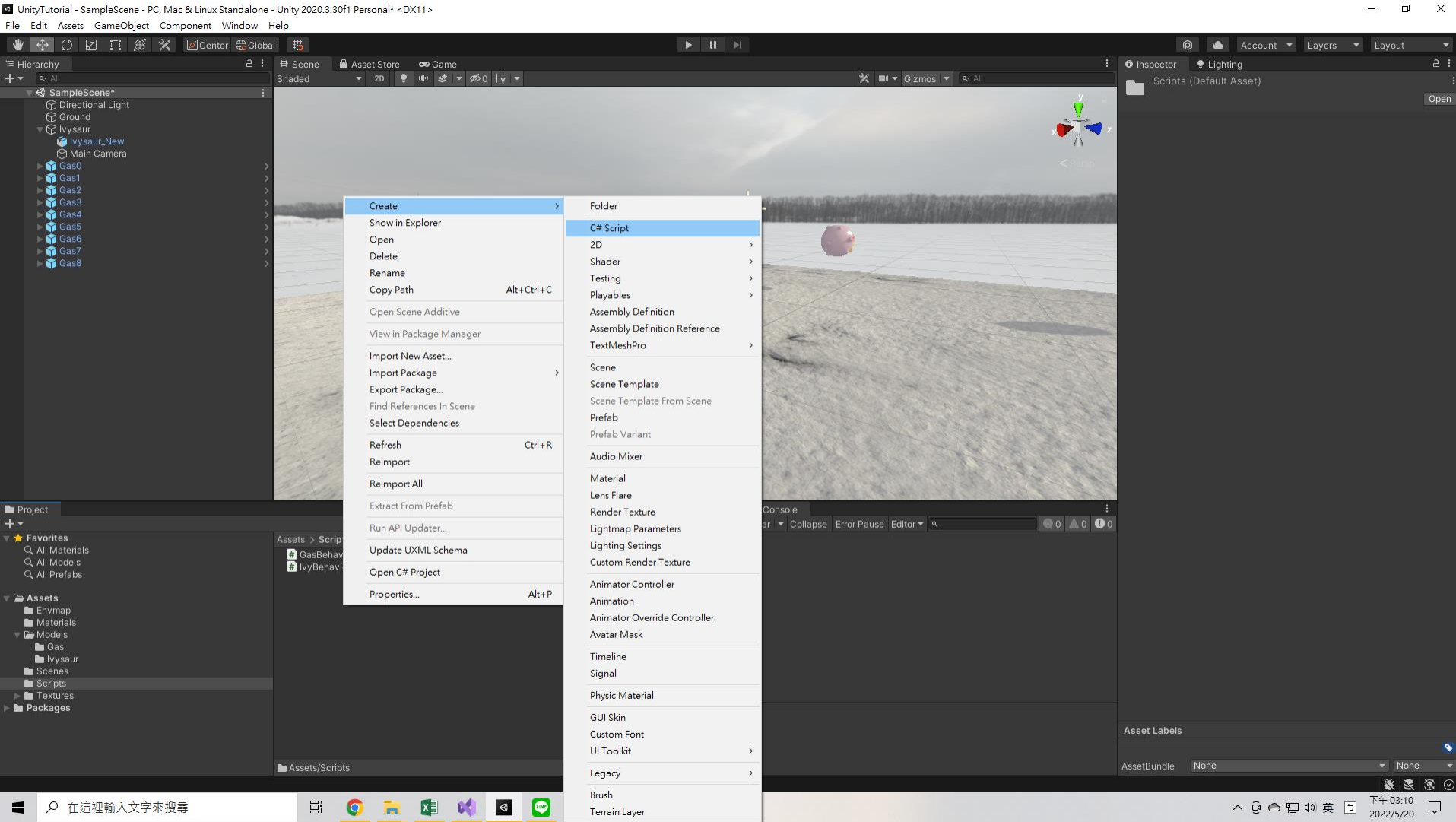
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Mode



Behavior and Game Control

Add new behavior



Add new behavior

The screenshot shows the Visual Studio IDE with the following code in `CollisionBehavior.cs`:

```

5 public class CollisionBehavior : MonoBehaviour
6 {
7     bool firstHit = true;
8
9     // Start is called before the first frame update
10    void Start()
11    {
12    }
13
14    // Update is called once per frame
15    void Update()
16    {
17    }
18
19
20
21    private void OnTriggerEnter(Collider other)
22    {
23        if (firstHit)
24        {
25            GetComponent().Play();
26            int score = int.Parse(GetComponentInChildren<TextMesh>().text);
27            score++;
28            GetComponentInChildren<TextMesh>().text = score.ToString();
29            firstHit = false;
30        }
31    }
32
33    private void OnTriggerExit(Collider other)
34    {
35        firstHit = true;
36    }
37
38

```

A yellow callout box with the text "Put your code in" is positioned over the `OnTriggerEnter` method, indicating where to add new behavior.

The interface also shows the Solution Explorer on the right with the project structure:

- UnityTutorial
 - Assembly-CSharp

The status bar at the bottom indicates 81% zoom, no errors found, and the current position is line 37, column 2.

Deploy

Output executable file

The image shows the Unity 2020.3.30f1 Personal+ interface. The 'File' menu is open, highlighting 'Build Settings...' (Ctrl+Shift+B) and 'Build And Run' (Ctrl+B). The 'Build' window is open, showing the 'PC, Mac & Linux Standalone' platform selected. The 'Build' window shows the following settings:

- Platform: PC, Mac & Linux Standalone
- Target Platform: Windows
- Architecture: x86_64
- Server Build:
- Copy PDB files:
- Create Visual Studio Solution:
- Development Build:
- Autoconnect Profiler:
- Deep Profiling:
- Script Debugging:
- Scripts Only Build:
- Compression Method: Default

The 'Build' window shows the 'Build' button and the 'Build And Run' button. The 'Build' window also shows the 'Build' button and the 'Build And Run' button.

The 'Build' window shows the following files in the 'Build' folder:

名稱	修改日期	類型	大小
user			
docker			
.dotnet			
.matplotlib			
templatengit			
thumbnails			
.vscode			
3D 物件			
Ambient Occlu			
CourseAssets			
My project			
NewProject			
OneDrive			
source			
UnityTutorial			
Assets			
Build			
MonoBleedingEdge	2022/5/20 下午 03:19	檔案資料夾	
UnityTutorial_Data	2022/5/20 下午 03:19	檔案資料夾	
UnityCrashHandler64.exe	2022/2/15 上午 08:16	應用程式	1,205 KB
UnityPlayer.dll	2022/2/15 上午 08:16	應用程式擴充	27,568 KB
UnityTutorial.exe	2022/2/15 上午 08:08	應用程式	639 KB

The 'Build' window shows the following files in the 'Build' folder:

The 'Build' window shows the following files in the 'Build' folder: