



TUTORIAL 7

Creating Objects and Interactions in Unity

Actions

Access Unity Wiki <http://wiki.unity3d.com>

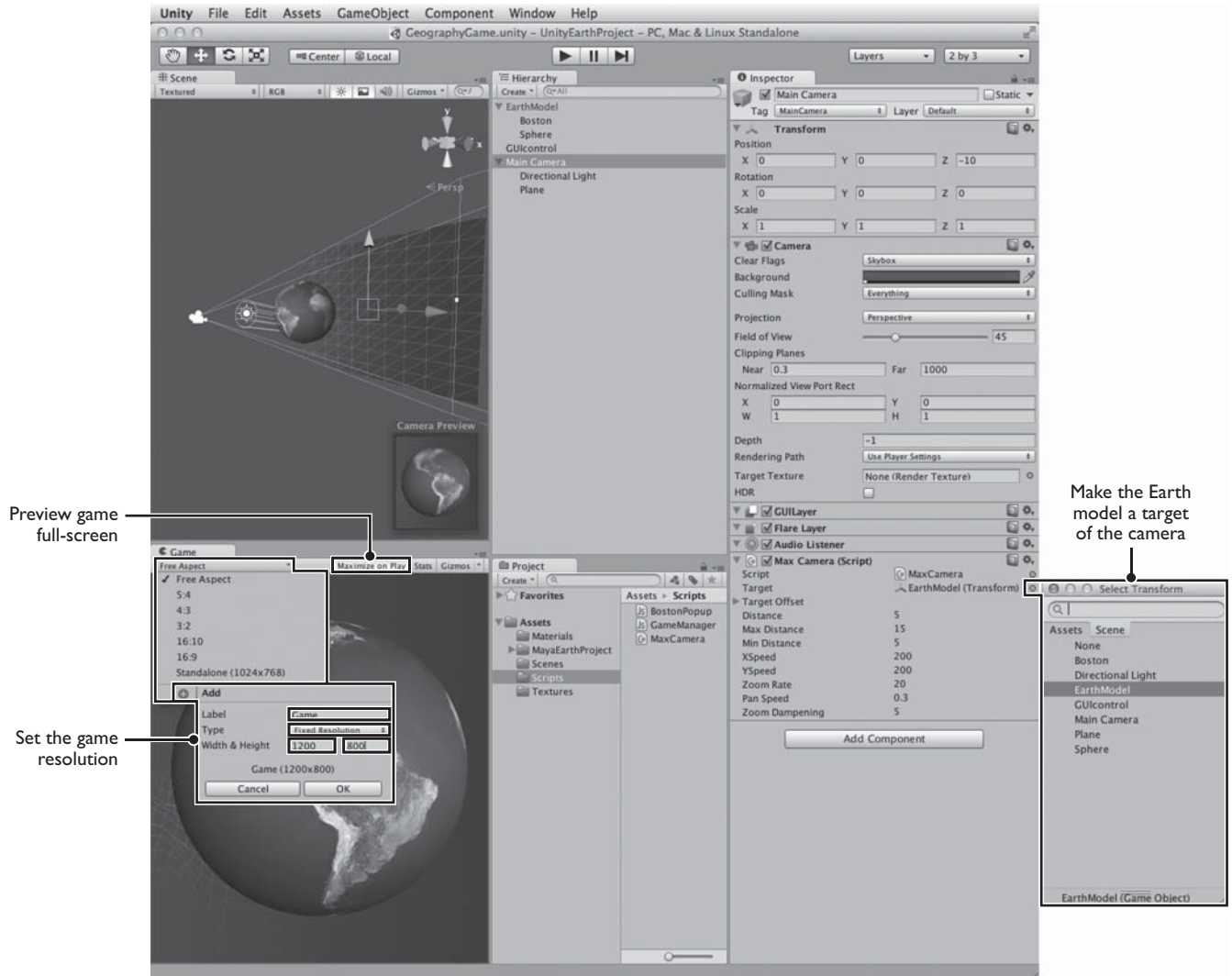
Attach script to game object (eg, to camera, collider) Drag script from Assets panel to object in Hierarchy panel

Access Unity documentation Help>Scripting Reference

Create a primitive shape (eg, plane, quad, sphere) Game Object>Create Other

Apply texture to an object Select texture file in Project panel and drag it onto object in Scene panel

Interface





TUTORIAL 7

Creating Objects and Interactions in Unity

Interface (Cont'd)

