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Unity Scripting Tutorial

Email Contact: info@educba.com



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Course Overview

In this Course you get to learn:

This Unity Scripting Tutorial is a beginner to advanced learning of game development using unity software. Unity is a cross-platform real-time engine developed by Unity Technologies. It gives users the ability to create games and interactive contents in both 2D and 3D formats.

Unity Scripting Skills

You get to learn about the below skills:

Unity is a cross-platform real-time engine developed by Unity technologies. This software can be used to create both 3D and 2D games as well as simulations for its many platforms.

You can build high-quality games through Unity and deploy them across mobile, VR/AR, desktop, etc. As a game engine, Unity provides you with everything you need to make a game visually attractive and engaging and to connect easily with the users.

Course Features



Course Duration-21+ Hours



Number of Courses



Verifiable Certificates



Lifetime Access



Technical Excellence

About Unity Scripting

Unity is a cross-platform real-time engine developed by Unity technologies. This software can be used to create both 3D and 2D games as well as simulations for its many platforms.

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Unity Scripting Course

This is a Bundle Course that includes complete in-depth Unity Scripting Course Complete Course.

This Bundle perfectly meets the requisite of the industry and gives you a better chance of being hired as game development professional.

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Editor Scripting in Unity - Beginners

Section 1 . Introduction

- Introduction to Editor Scripting in Unity

Section 2 . Getting Started

- Hello World
- Hello World game Object
- Building a Test Level
- Level Script
- Starting the Level Creator Tool
- More on Starting Creator Tool

Section 3 . Using Gizmos

- Introducing Gizmos Class
- More on Gizmos Class
- Target Example
- Draw Fismo Sample
- Draw Ray
- Draw GUITexture
- Gizmos Class
- Gizmos Class Continues
- Writing SnapTo Grid Code
- More on Writing Snap to Grid Code

Section 4. Custom Inspectors

- Getting Started with Custom Inspectors
- Creating The Custom Inspector
- Level in Spector
- Property Drawers
- Decorator Drawers
- Creating Custom Property Drawers
- Time Drawers
- Level Inspector

Section 5 . Editor Windows

- Creating The Palette Window
- Menu Items
- Creating the GUIF
- Creating the Tabs
- More on Creating Tabs
- Integrating Palette with Inspector

Section 6 . Custom Scene View

- Different Editor Modes
- Draw Mode GUI
- Working with Events
- More on Working With Events
- Level Creator
- Palette Item
- Handles Class

Section 7 . Custom Scene View

- Using GUI Styles
- GUI and Tab Style
- Using GUI Skin

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Editor Scripting in Unity - Intermediate

Section 1. Scriptable Objects

- Creating Level Settings
- Working with Level Class
- Testing the Level Settings

Section 2. Import Pipeline

- Building the DLL
- More on Building the DLL
- Texture Importer

Section 1. Build Pipeline

- Adding Build Features
- Settings Window
- Adding Version Control
- Using Git Bash
- Using Source Tree
- Bit Bucket

Section 2. Creating Object Modifier Tool

- Creating Object Modifier Tool
- Introduction to the Tool
- Writing the Search Functionality
- Selected Project Search
- Testing the Search Bar
- Selected Game Objects
- The Buttons
- Simple Replace Function
- Group Objects Region
- Replace Prefabs Function
- Group Object Table
- Replace Object Function
- Current Group Count
- Testing The Tool

Section 3. Tool Distribution

- Tool Distribution
- More on Tool Distribution
- Neosphere Interactive



Frequently Asked Questions

Why should I do this Unity Scripting Tutorial?

Unity is a popular game development software which develops a lot of games and at the same time, it creates many career opportunities. If you study this course, you can learn many skills and attain a good job in this field.

How this Unity Scripting Tutorial help me in my career advancement?

Professional skills and thinking brain along with your urge to study and hard work results in your career growth. With the help of unity scripting course, you can learn new skills and gain knowledge of game development and which helps you to attain a good position in your career.



Customer Reviews

“

This Unity Scripting Tutorial was very well presented by the instructor. As a beginner in the field of game development, I am totally satisfied with the details provided in this course. I learned new scripting techniques in Unity through this course.

Lauro Jorge

”

This Unity scripting course helped me to improve my skills as a game developer. I am very happy to learn new skills with this course. I will suggest this course to anyone who is needing to learn game development.

Cathyrine Lott



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Unity Scripting Tutorial

For Queries please contact:

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