Intro to Unity

Week 1 - Day 2

with Emily O’Neal
Pre-lab check-in
Logistics aka How to Pass the Class

1. Come to class
   a. You get 3 UNEXCUSED absences
   b. To get an absence excused, email eeoneal@stanford.edu

2. Be a good team member for final projects
   a. We will collect a final group eval at the end of the quarter

3. Have something functional to demo on demo day
VR is more than coding.
Hey! I’m Emily
behavioral & media studies, graphic & interaction designer, choreographer
what is unity?
An end-to-end development platform used to create rich interactive 3D and 2D experiences
A tool that lets you recreate and re-enter your dream worlds
A platform that lets you break all the rules of the real world
80% of VR applications are made in Unity
Now it’s your turn!
Step 1:
Open Unity on your computers!
Step 2:
Get comfortable with the uncomfortable
Step 3:
Get cozy with the Internet.
Online Unity tutorials are your new best friend
We’re going to Build a Car!

Requirements:
- 4 wheels
- body (at least 2 parts)
- coat of paint

Tools:
- scale
- rotation
- translation
- material