

Unity 20 Documentation

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Unity 20 Documentation

The Unity User Manual helps you learn how to use the Unity Editor and its associated services. You can read it from start to finish, or use it as a reference. If it's your first time using Unity, take a look at the introductory documentation on Working with Unity, and see the Unity Tutorials.

Unity - Manual: Unity User Manual (2019.4 LTS)

The Unity documentation is the Unity User Manual and Unity Scripting API Reference. As we continually improve Unity (that is; the Editor and the engine), we add new features, improve existing features, and sometimes remove old features.

Unity - Manual: Documentation versions

This 20 minute quick start tutorial introduces the basics of Bolt visual scripting to help you make your own games by creating your own node-based logic. Scripting for non-programmers Visual scripting in Unity, powered by Bolt, helps all team members create scripting logic with visual, drag-and-drop graphs instead of hand-writing code.

Unity engine visual scripting | Game development software ...

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2D terms. 2D Object: A 2D GameObject The fundamental object in Unity scenes, which can represent characters, props, scenery, cameras, waypoints, and more. A GameObject's functionality is defined by the Components attached to it. More info See in Glossary such as a tilemap A GameObject that allows you to quickly create 2D levels using tiles and a grid overlay.

Unity - Manual: Glossary

This section contains documentation for users developing 2D games in Unity. Note that many areas of the Unity documentation apply to both 2D and 3D development; this section focuses solely on 2D-specific features and functionality.

Unity - Manual: 2D

Unity is the ultimate game development platform. Use Unity to build high-quality 3D and 2D games, deploy them across mobile, desktop, VR/AR, consoles or the Web, and connect with loyal and enthusiastic players and customers.

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Unity Real-Time Development Platform | 3D, 2D VR & AR Engine

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The modern SteamVR Unity Plugin manages three main things for developers: loading 3d models for VR controllers, handling input from those controllers, and estimating what your hand looks like while using those controllers. On top of managing those things we have an Interaction System example to help get your VR application off the ground ...

SteamVR Unity Plugin | SteamVR Unity Plugin

Unity is the ultimate real-time 2D, 3D, AR, & VR development engine. Download Unity to start creating today and get access to the Unity platform and ecosystem.

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