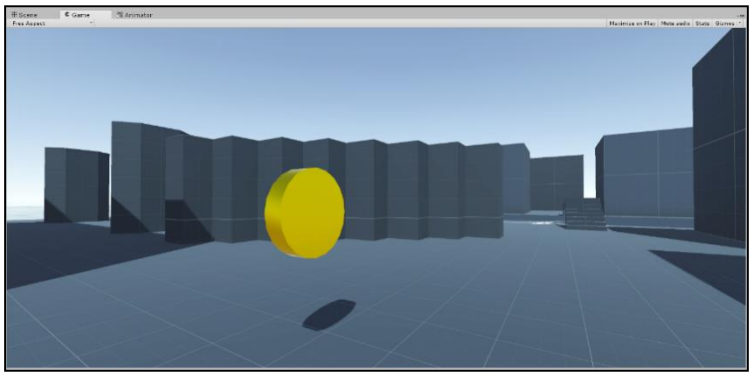
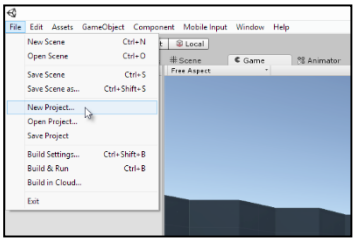
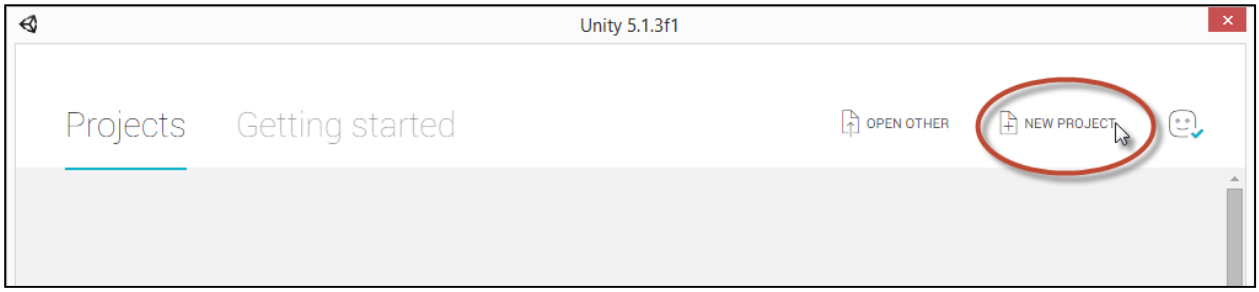
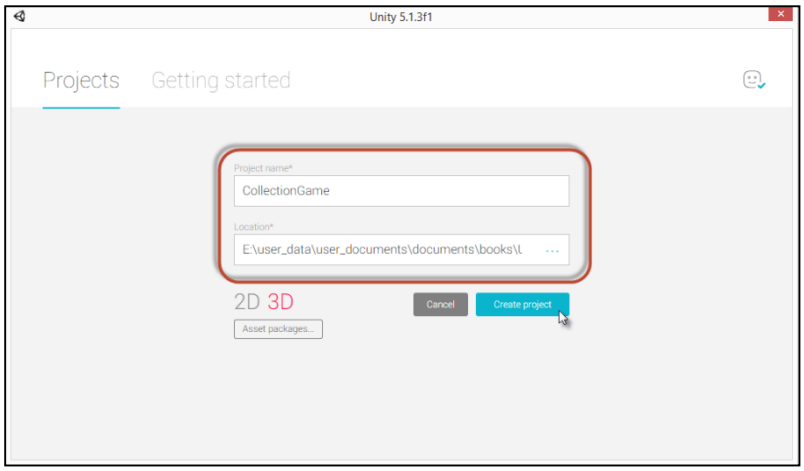
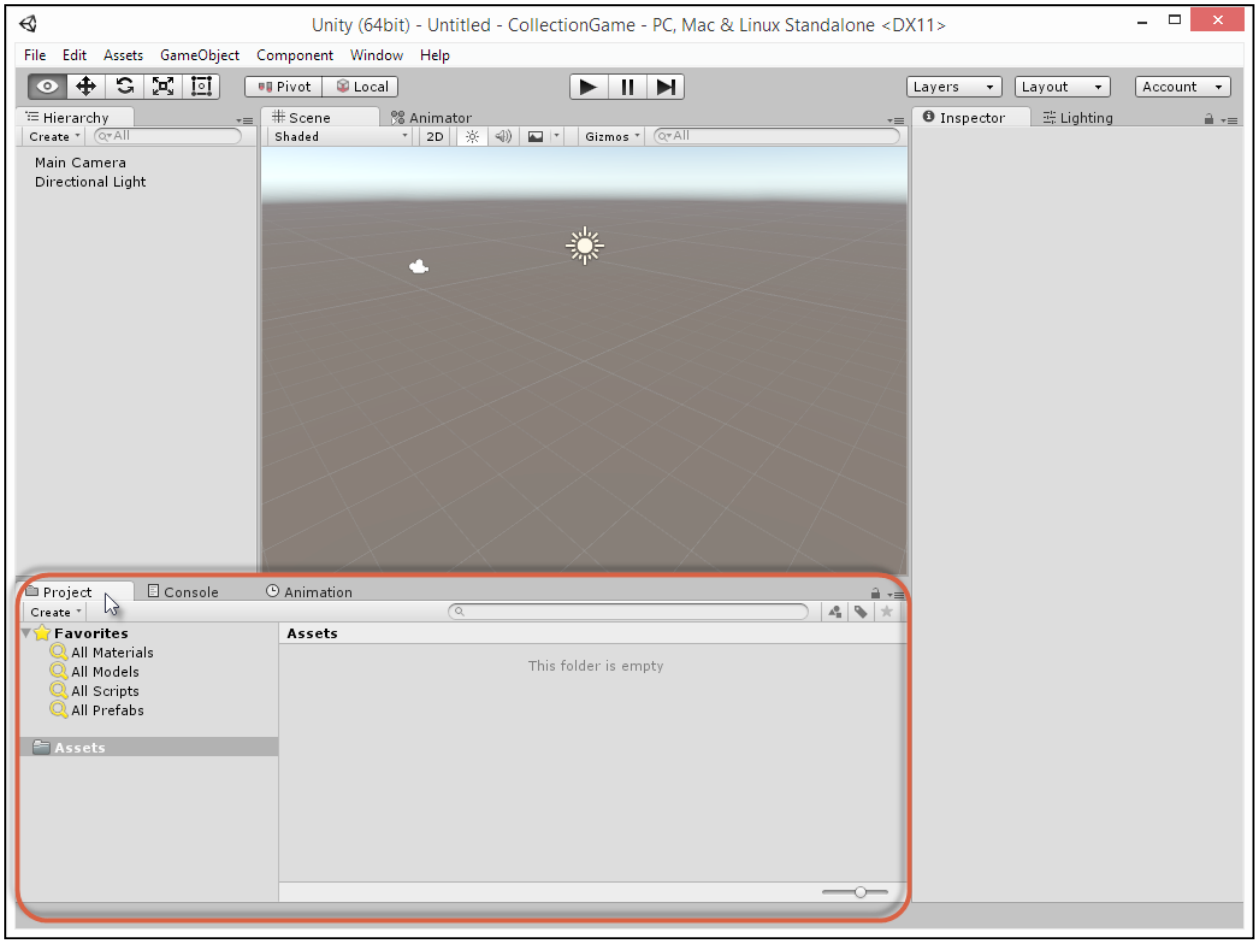
Chapter 1: The Coin Collection Game – Part 1










Unity (64bit) - Untitled - CollectionGame - PC, Mac & Linux Standalone <DX11>
File Edit Assets GameObject Component Window Help
Pivot Local
Layers Layout Account
Hierarchy
Create
Main Camera
Directional Light
Scene Animator
Shaded 2D Gizmos
Inspector Lighting
Project Console Animation
Create
Favorites
All Materials
All Models
All Scripts
All Prefabs
Assets
Assets
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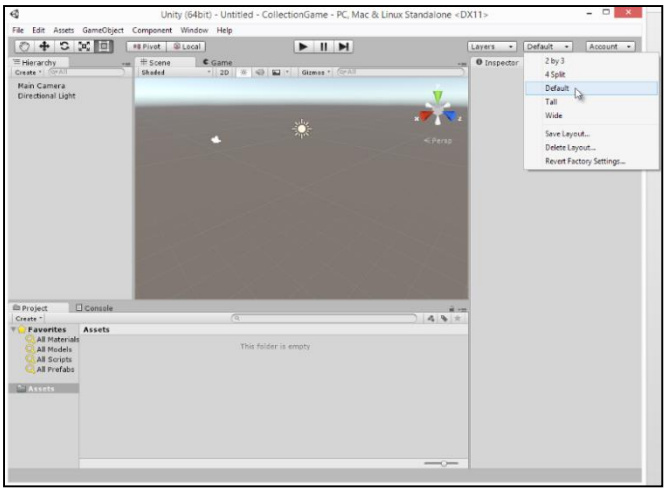
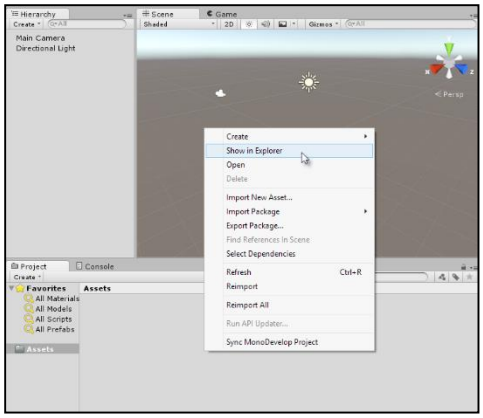
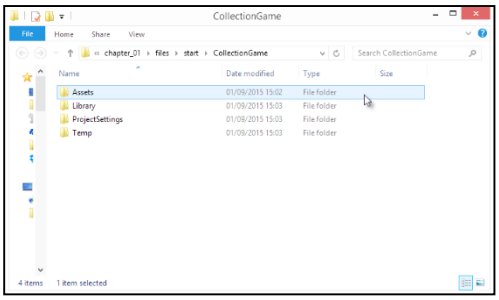
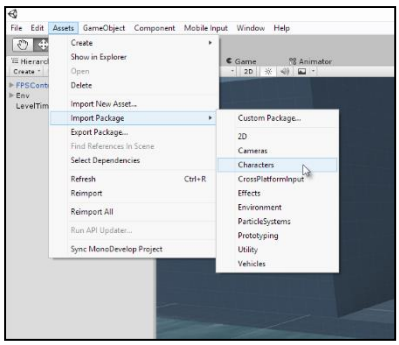
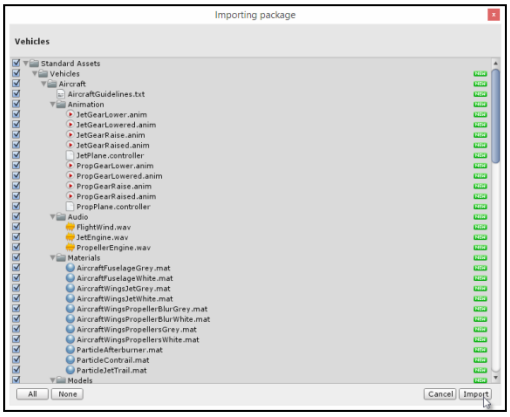
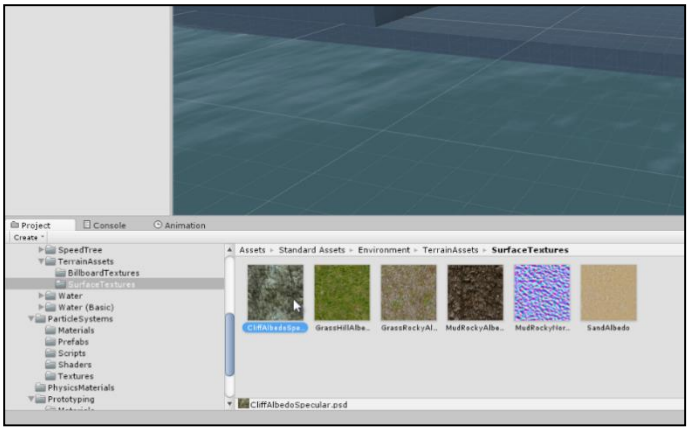


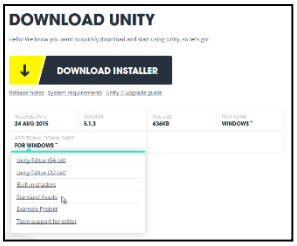

Hierarchy
Main Camera
Directional Light
Scene
Game
Create
Show in Explorer
Open
Delete
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh Ctrl+R
Reimport
Reimport All
Run API Updater...
Sync MonoDevelop Project
Project
Console
Favorites
Assets

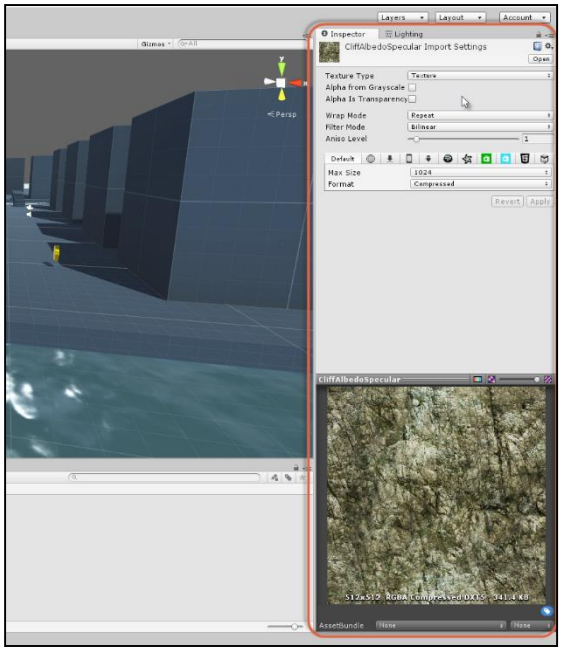

CollectionGame
File
Home
Share
View
chapter_01 ▸ files ▸ start ▸ CollectionGame
Search CollectionGame
Name
Date modified
Type
Size
Assets 01/09/2015 15:02 File folder
Library 01/09/2015 15:03 File folder
ProjectSettings 01/09/2015 15:03 File folder
Temp 01/09/2015 15:03 File folder
4 items
1 item selected


File Edit Assets GameObject Component Mobile Input Window Help
Create
Show in Explorer
Open
Delete
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh Ctrl+R
Reimport
Reimport All
Run API Updater...
Sync MonoDevelop Project
Custom Package...
2D
Cameras
Characters
CrossPlatformInput
Effects
Environment
ParticleSystems
Prototyping
Utility
Vehicles
Game
Animator


Importing package
Vehicles
Standard Assets
Vehicles
Aircraft
AircraftGuidelines.txt
Animation
JetGearLower.anim
JetGearLowered.anim
JetGearRaise.anim
JetGearRaised.anim
JetPlane.controller
PropGearLower.anim
PropGearLowered.anim
PropGearRaise.anim
PropGearRaised.anim
PropPlane.controller
Audio
FlightWind.wav
JetEngine.wav
PropellerEngine.wav
Materials
AircraftFuselageGrey.mat
AircraftFuselageWhite.mat
AircraftWingsJetGrey.mat
AircraftWingsJetWhite.mat
AircraftWingsPropellerBlurGrey.mat
AircraftWingsPropellerBlurWhite.mat
AircraftWingsPropellersGrey.mat
AircraftWingsPropellersWhite.mat
ParticleAfterburner.mat
ParticleContrail.mat
ParticleJetTrail.mat
Models
All
None
Cancel
Import


Project
Console
Animation
Create
SpeedTree
TerrainAssets
BillboardTextures
SurfaceTextures
Water
Water (Basic)
ParticleSystems
Materials
Prefabs
Scripts
Shaders
Textures
PhysicsMaterials
Prototyping
Assets ▸ Standard Assets ▸ Environment ▸ TerrainAssets ▸ SurfaceTextures
CliffAlbedoSpe..
GrassHillAlbe..
GrassRockyAl..
MudRockyAlbe..
MudRockyNor..
SandAlbedo
CliffAlbedoSpecular.psd


DOWNLOAD UNITY
DOWNLOAD INSTALLER
Release notes
System requirements
Unity 5 upgrade guide
24 AUG 2015
5.1.3
636KB
WINDOWS *
FOR WINDOWS *
Using Editor (64-bit)
Using Editor (32-bit)
Built-in shaders
Standard Assets
Example Project
Thirty support for editor


Layers
Layout
Account
Gizmos
Persp
Inspector
Lighting
CliffAlbedoSpecular Import Settings
Open
Texture Type
Texture
Alpha from Grayscale
Alpha Is Transparency
Wrap Mode
Repeat
Filter Mode
Bilinear
Aniso Level
Default
Max Size
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Format
Compressed
Revert
Apply
CliffAlbedoSpecular
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AssetBundle
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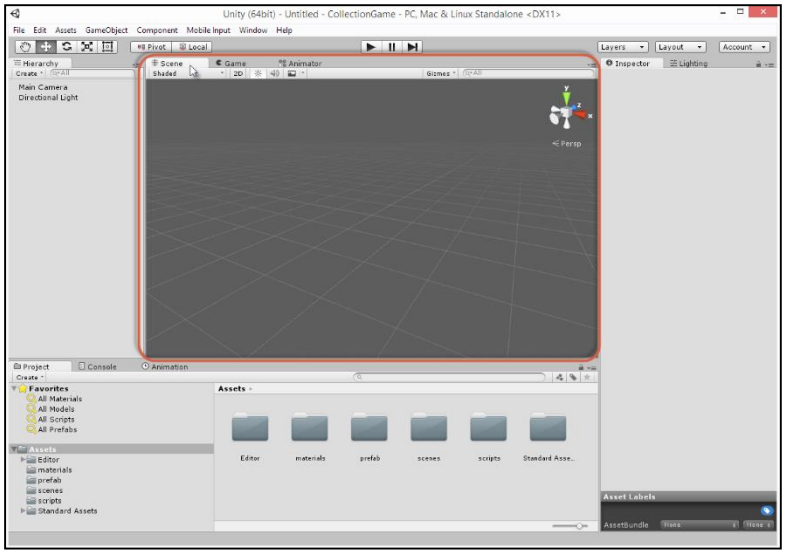
Unity (64bit) - Untitled - CollectionGame - PC, Mac & Linux Standalone <DX11>
File Edit Assets GameObject Component Mobile Input Window Help
Hierarchy
Main Camera
Directional Light
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Game
Animator
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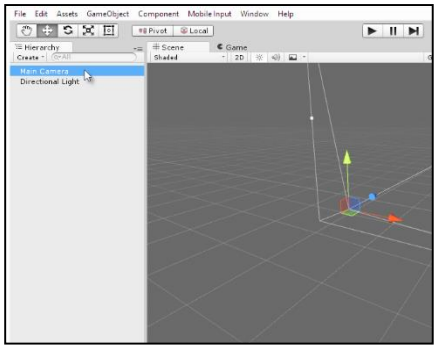
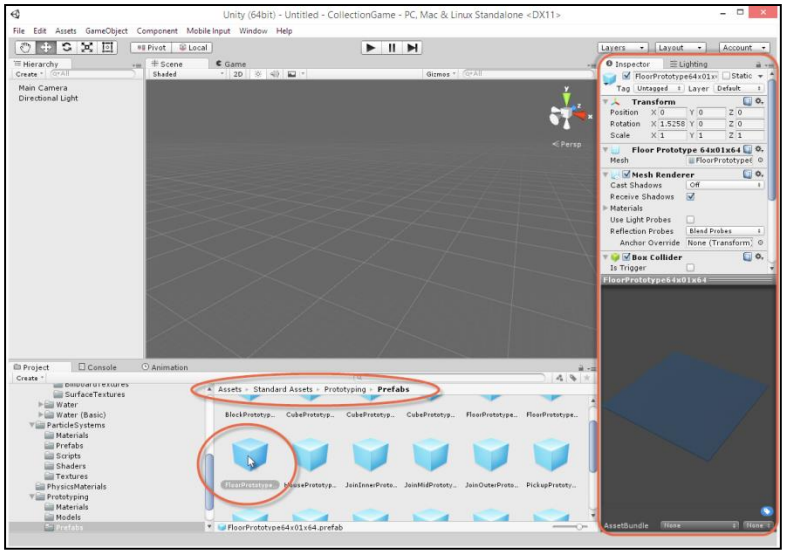
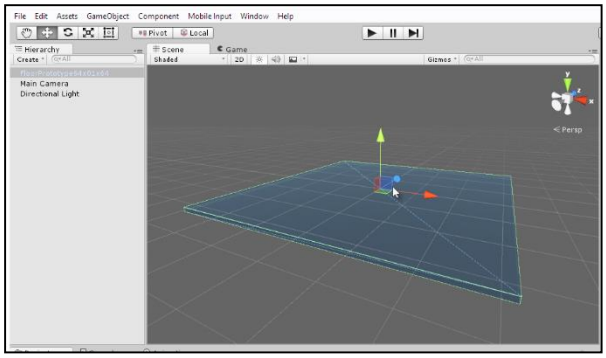
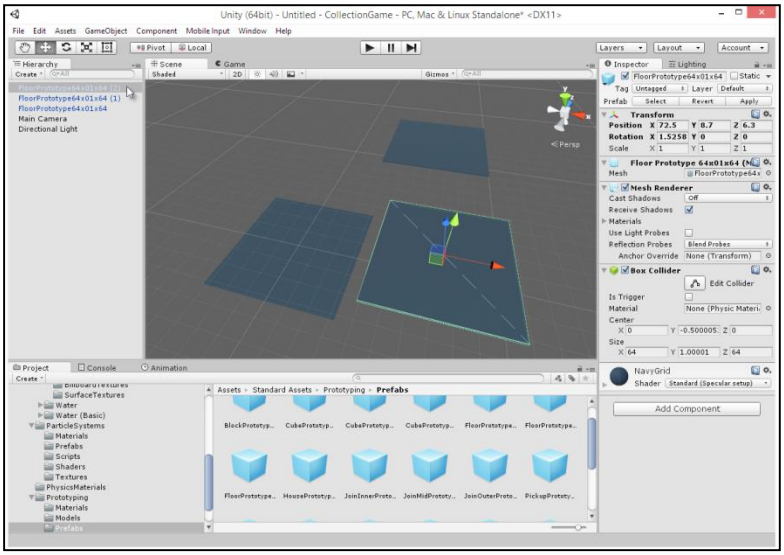
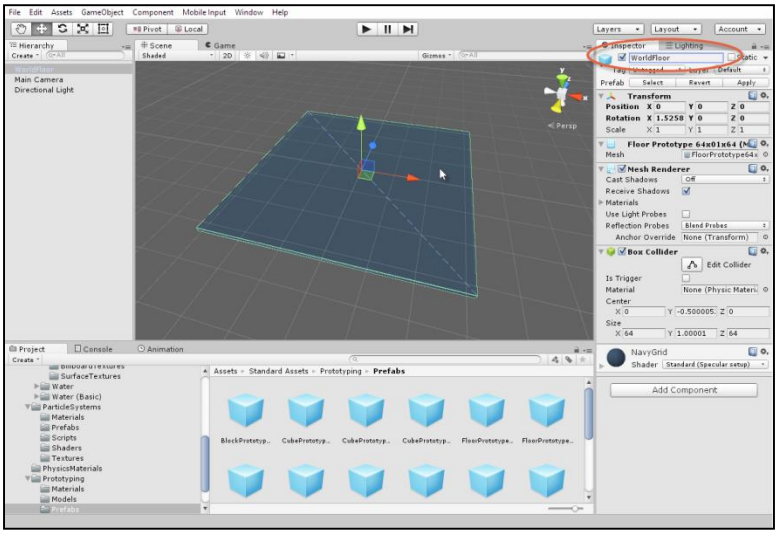
Project
Console
Animation
Favorites
All Materials
All Models
All Scripts
All Prefabs
Assets
Editor
materials
prefab
scenes
scripts
Standard Asse..
Asset Labels
AssetBundle

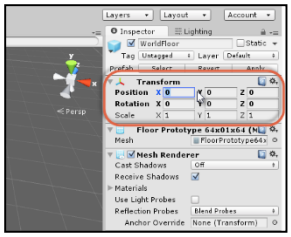

File Edit Assets GameObject Component Mobile Input Window Help
Hierarchy
Main Camera
Directional Light
Scene
Game

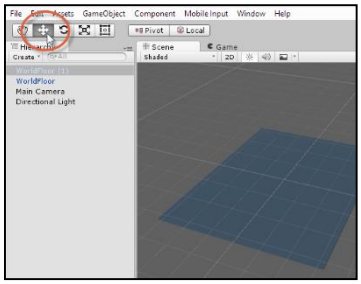

Unity (64bit) - Untitled - CollectionGame - PC, Mac & Linux Standalone <DX11>
File Edit Assets GameObject Component Mobile Input Window Help
Hierarchy
Main Camera
Directional Light
Persp
Inspector
Lighting
Transform
Floor Prototype 64x01x64
Mesh Renderer
Box Collider
Project
Console
Animation
Assets
Standard Assets
Prototyping
Prefabs
FloorPrototype64x01x64.prefab
AssetBundle

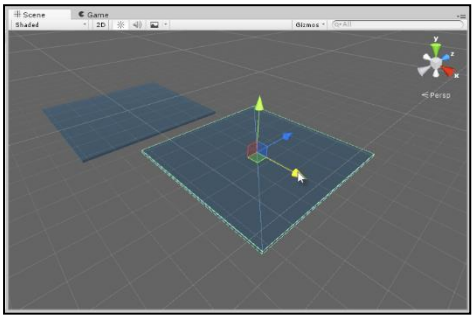







Layers
Layout
Account
Inspector
Lighting
WorldFloor
Static
Tag
Untagged
Layer
Default
Prefab
Select
Revert
Apply
Transform
Position
Rotation
Scale
Persp
Floor Prototype 64x01x64 (M
Mesh
FloorPrototype64x
Mesh Renderer
Cast Shadows
Off
Receive Shadows
Materials
Use Light Probes
Reflection Probes
Blend Probes
Anchor Override
None (Transform)


File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Pivot
Local
Hierarchy
Create
Scene
Game
Shaded
2D
WorldFloor (1)
WorldFloor
Main Camera
Directional Light


Scene
Game
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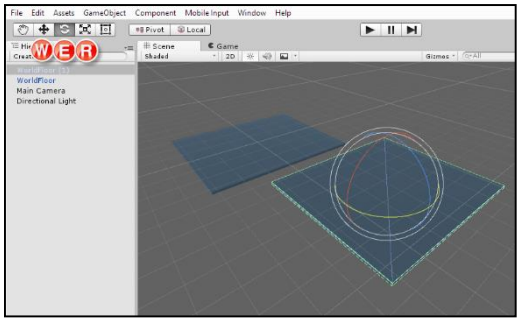
2D
Gizmos
Persp


File
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Assets
GameObject
Component
Mobile Input
Window
Help
Pivot
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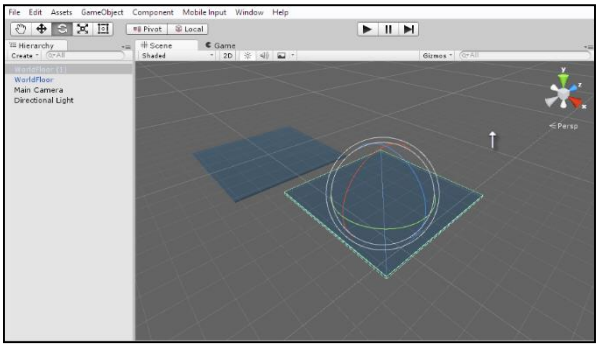
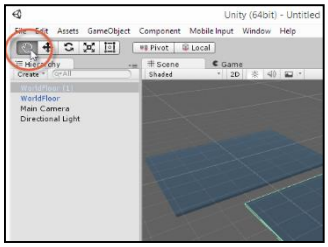
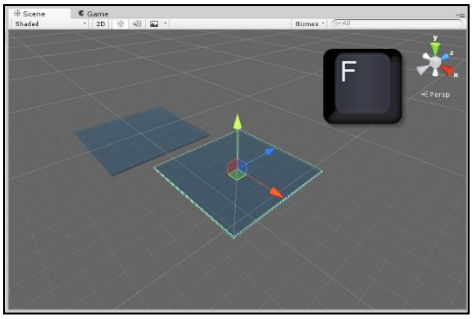
Scene
Game
Shaded
2D
Gizmos
WorldFloor (1)
WorldFloor
Main Camera
Directional Light


File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Pivot
Local
Hierarchy
Create
Scene
Game
Shaded
2D
Gizmos
WorldFloor (1)
WorldFloor
Main Camera
Directional Light
Persp


Unity (64bit) - Untitled
File Edit Assets GameObject Component Mobile Input Window Help
Pivot
Local
Hierarchy
Create
WorldFloor
Main Camera
Directional Light
Scene
Game
Shaded
2D


Scene
Game
Shaded
2D
Gizmos
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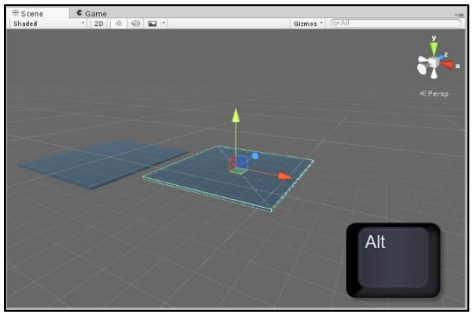
Persp


Scene
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Shaded
2D
Gizmos
Persp
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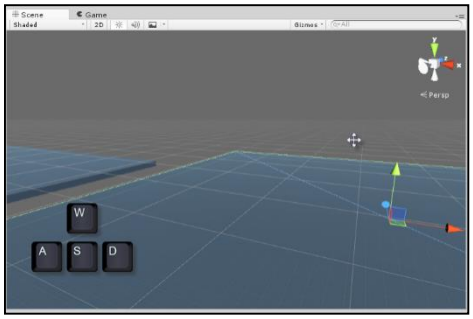
Scene
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Shaded
2D
Gizmos
Persp
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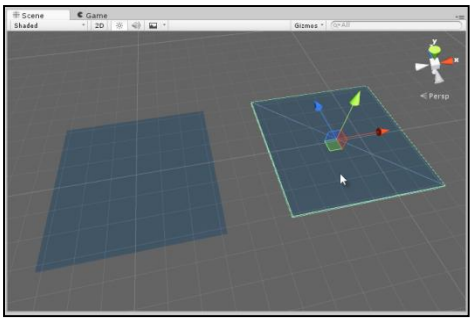
Scene
Game
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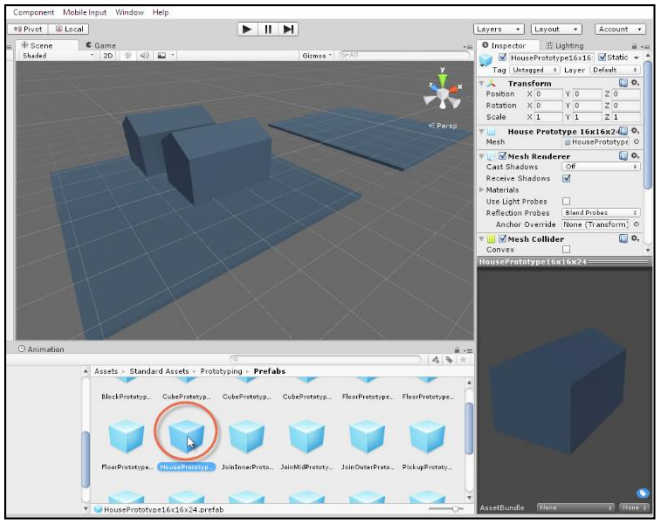
Gizmos
Persp


Component
Mobile Input
Window
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Local
Layers
Layout
Account
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Persp
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Lighting
HousePrototype16x16
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Scale
House Prototype 16x16x24
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Mesh Renderer
Cast Shadows
Receive Shadows
Materials
Use Light Probes
Reflection Probes
Blend Probes
Anchor Override
None (Transform)
Mesh Collider
Convex
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Animation
Assets
Standard Assets
Prototyping
Prefabs
HousePrototype16x16x24.prefab
AssetBundle
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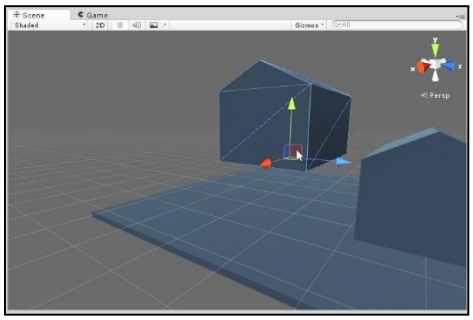
Scene
Game
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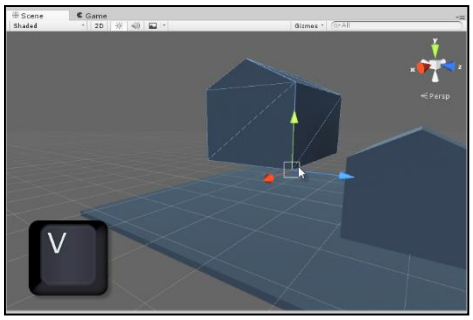
2D
Gizmos
Persp


Scene
Game
Shaded
2D
Gizmos
Persp
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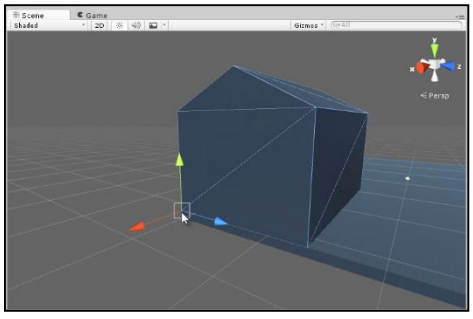
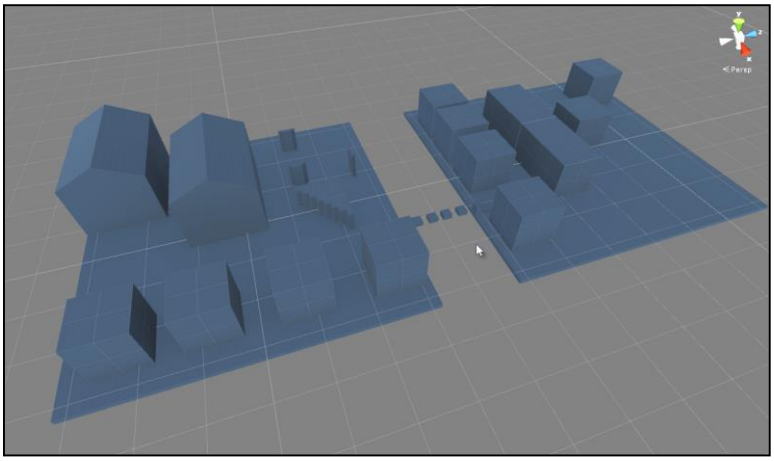

Scene
Game
Shaded
2D
Gizmos
Persp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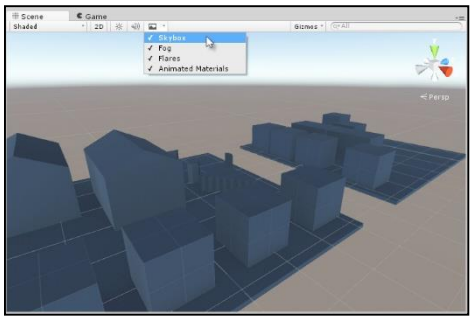
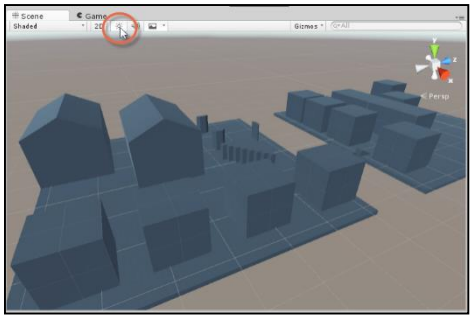
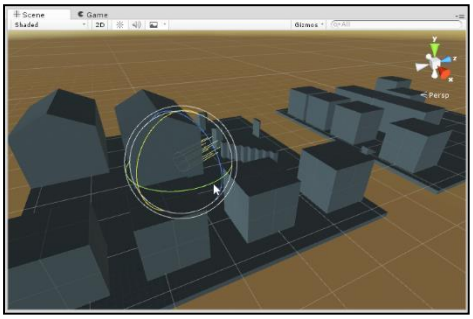

Scene
Game
Shaded
2D
Gizmos
Skybox
Fog
Flares
Animated Materials
Persp


Scene
Game
Shaded
2D
Gizmos
Persp


Scene
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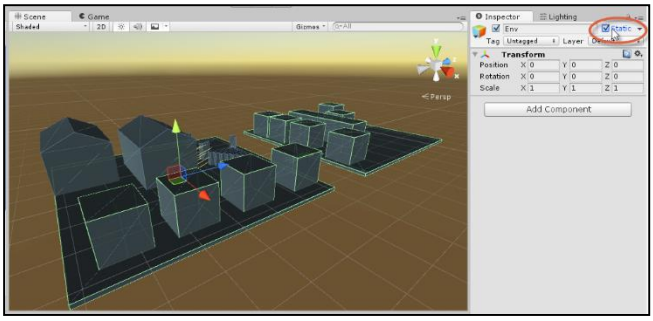
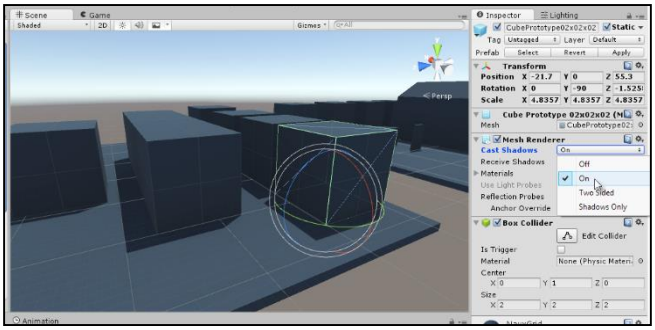
2D
Gizmos
Persp


Scene
Game
Inspector
Lighting
Transform
Add Component


Scene
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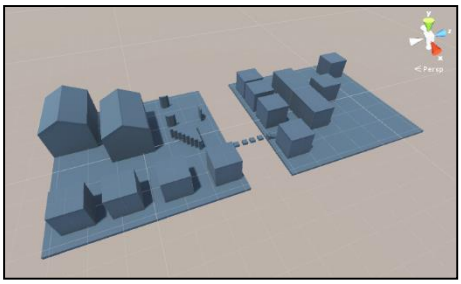
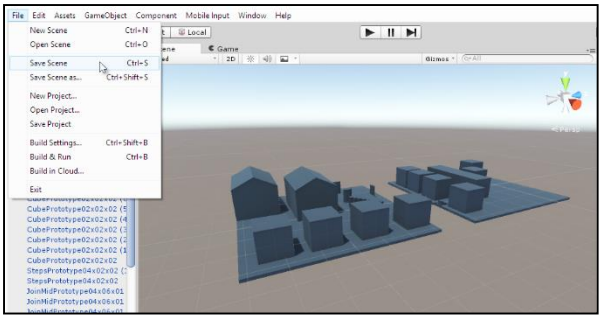
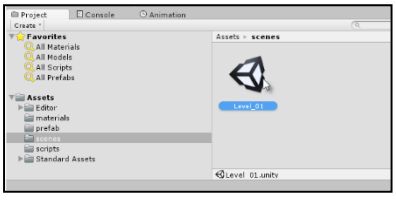
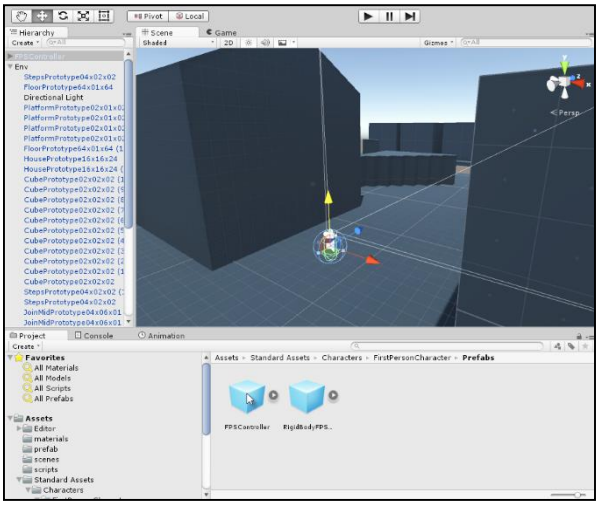
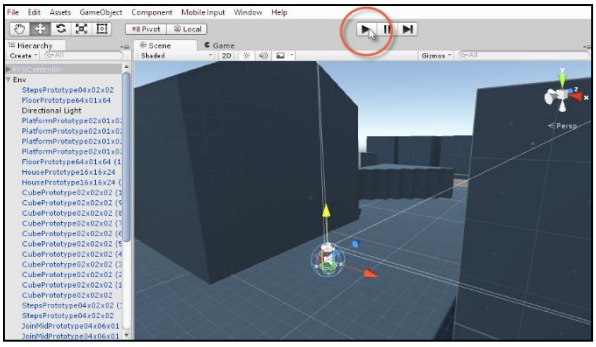
Inspector
Lighting
Transform
Mesh Renderer
Box Collider
Edit Collider

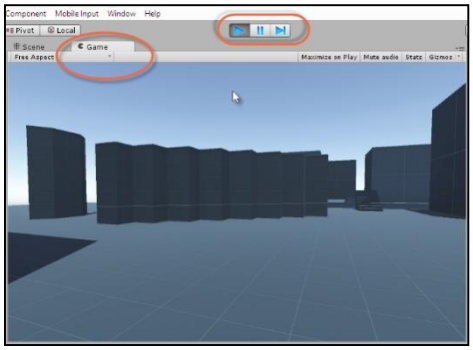


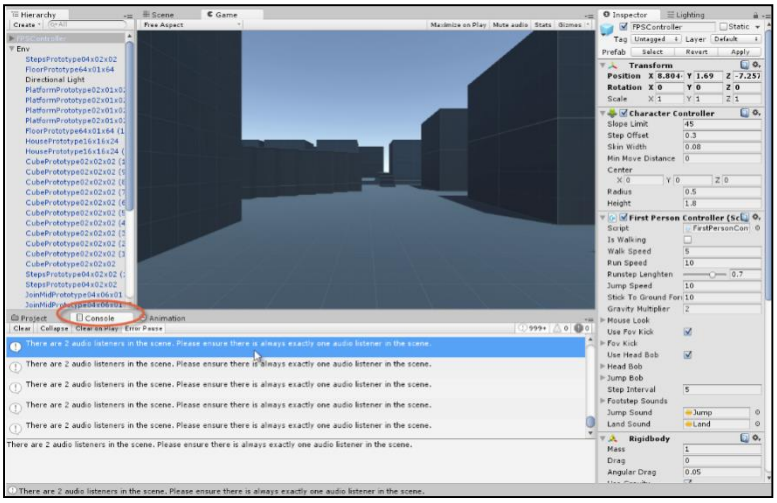

File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
New Scene
Open Scene
Save Scene
Save Scene as...
New Project...
Open Project...
Save Project
Build Settings...
Build & Run
Build in Cloud...
Exit

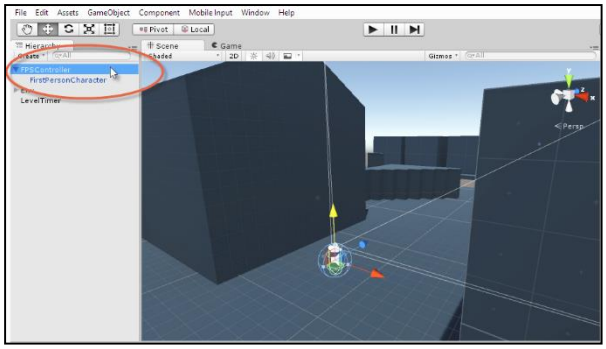

Project
Console
Animation
Favorites
Assets
scenes
Level_01
Level 01.unity

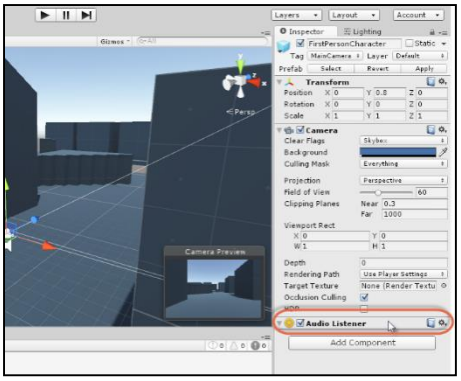


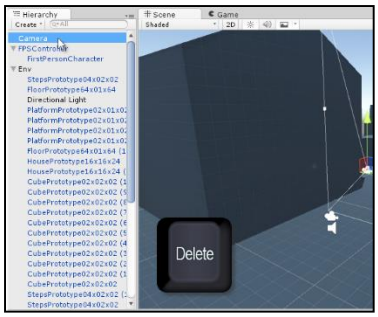


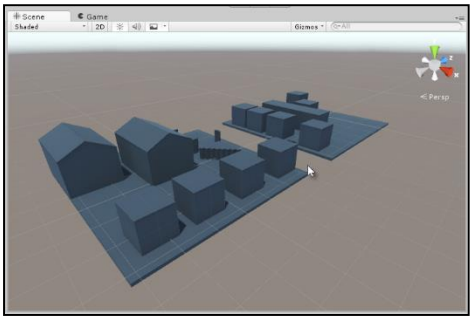


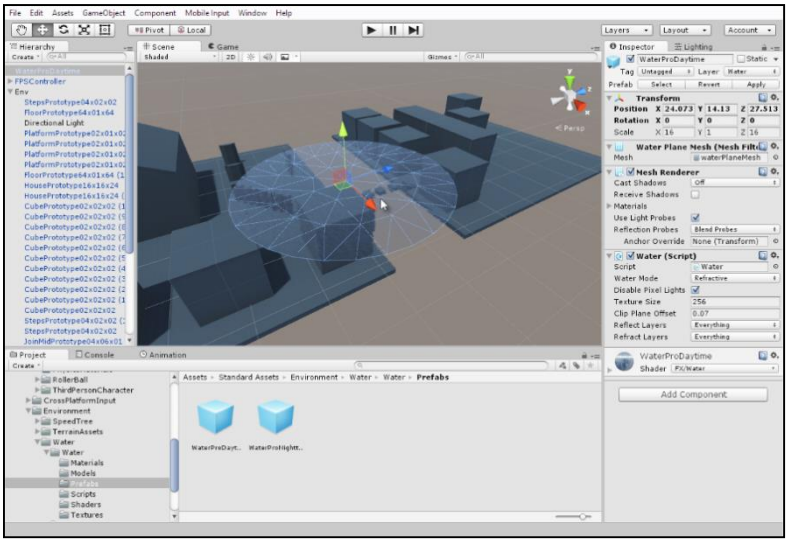

There are 2 audio listeners in the scene. Please ensure there is always exactly one audio listener in the scene.

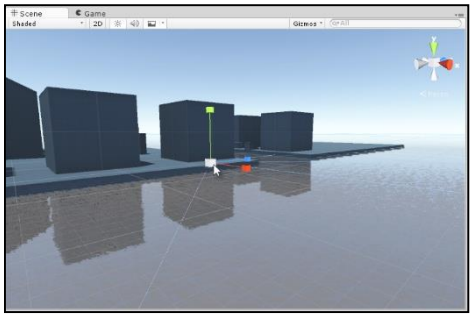

FPSController
FirstPersonCharacter
LevelTimer

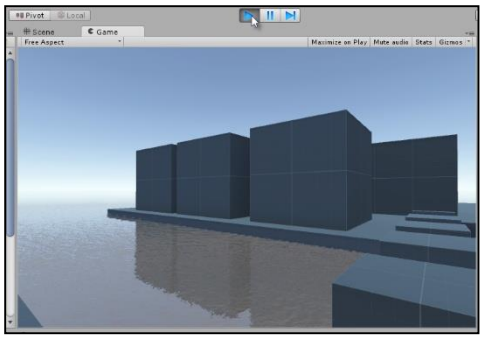

Audio Listener
Add Component

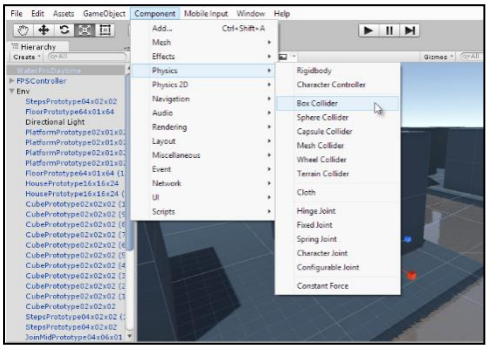

Delete

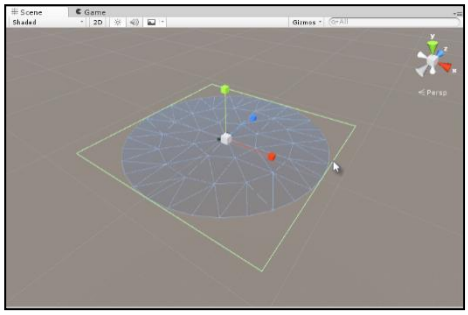


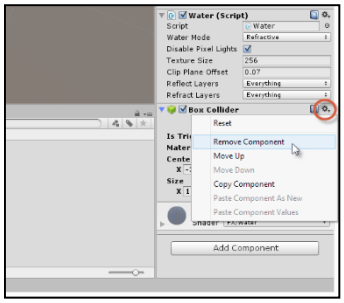


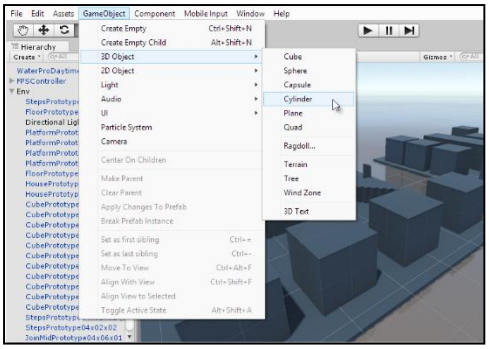


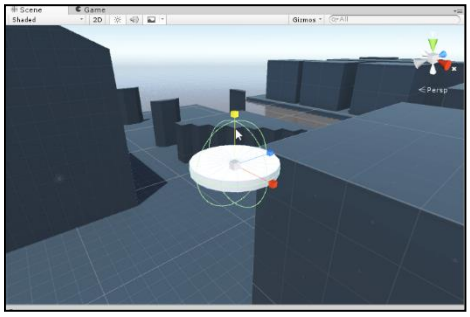


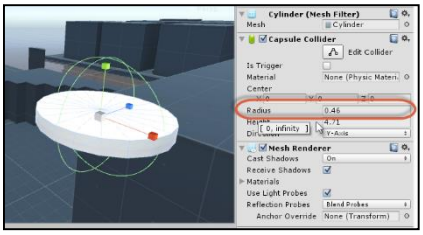

File Edit Assets GameObject Component Mobile Input Window Help
Add... Ctrl+Shift+A
Mesh
Effects
Physics
Physics 2D
Navigation
Audio
Rendering
Layout
Miscellaneous
Event
Network
UI
Scripts
Rigidbody
Character Controller
Box Collider
Sphere Collider
Capsule Collider
Mesh Collider
Wheel Collider
Terrain Collider
Cloth
Hinge Joint
Fixed Joint
Spring Joint
Character Joint
Configurable Joint
Constant Force


Scene
Game
Persp

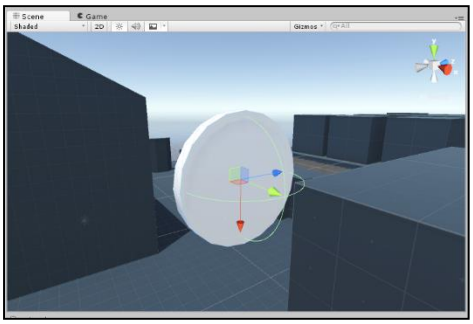

Water (Script)
Script
Water
Water Mode
Refractive
Disable Pixel Lights
Texture Size
256
Clip Plane Offset
0.07
Reflect Layers
Everything
Refract Layers
Everything
Box Collider
Reset
Remove Component
Move Up
Move Down
Copy Component
Paste Component As New
Paste Component Values
Add Component

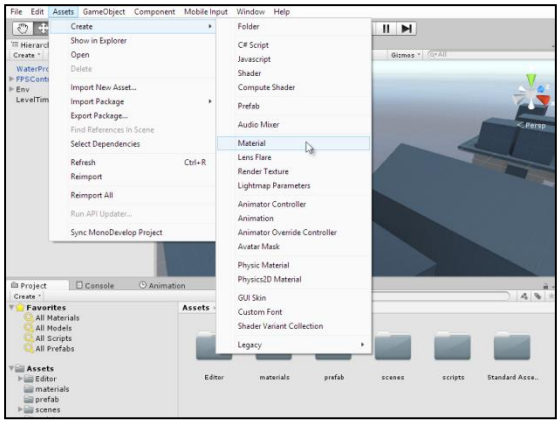

File Edit Assets GameObject Component Mobile Input Window Help
Create Empty Ctrl+Shift+N
Create Empty Child Alt+Shift+N
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
Set as first sibling Ctrl+=
Set as 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
Cube
Sphere
Capsule
Cylinder
Plane
Quad
Ragdoll...
Terrain
Tree
Wind Zone
3D Text

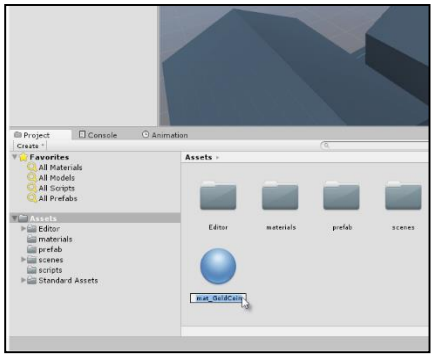

Scene
Game
Shaded
2D
Gizmos
Persp

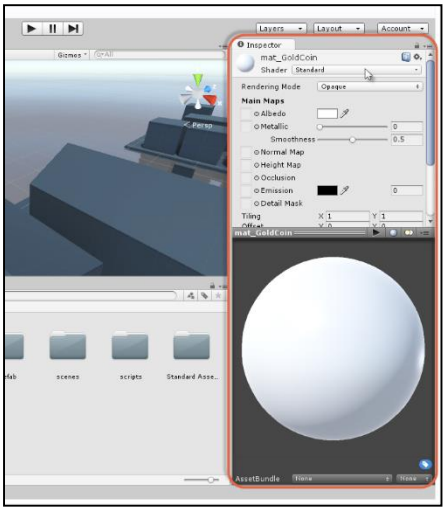

Cylinder (Mesh Filter)
Mesh
Cylinder
Capsule Collider
Edit Collider
Is Trigger
Material
None (Physic Materi
Center
Radius
0.46
Height
4.71
[0, infinity]
Y-Axis
Mesh Renderer
Cast Shadows
On
Receive Shadows
Materials
Use Light Probes
Reflection Probes
Blend Probes
Anchor Override
None (Transform)

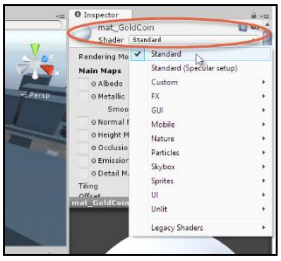
Chapter 2: Project A – the Collection Game Continued

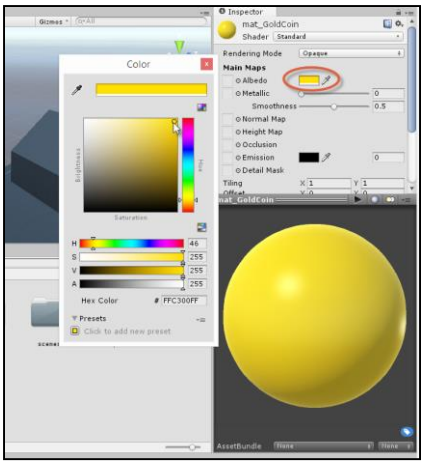


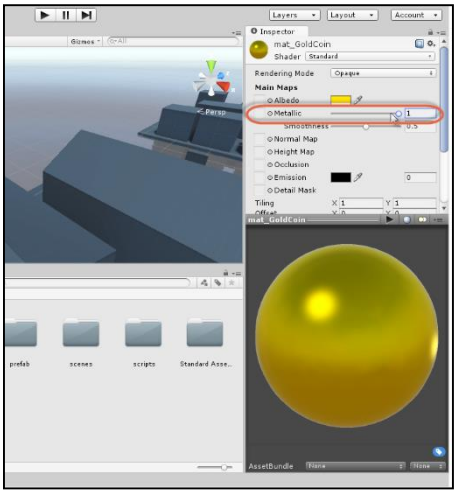


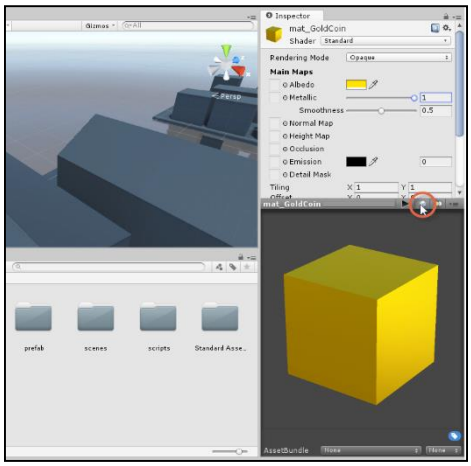


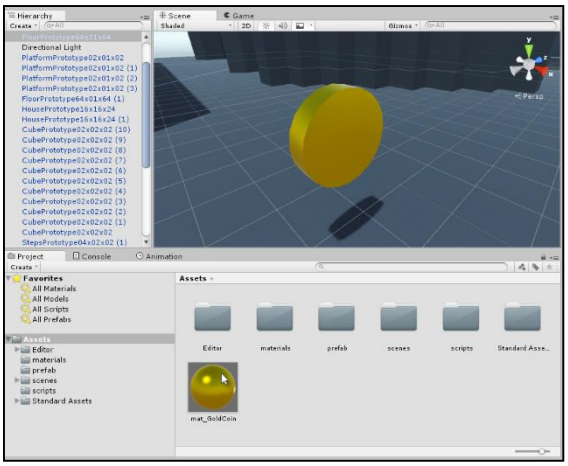

Layers
Layout
Account
Inspector
mat_GoldCoin
Shader
Standard
Rendering Mode
Opaque
Main Maps
Albedo
Metallic
Smoothness
Normal Map
Height Map
Occlusion
Emission
Detail Mask
Tiling
Offset
mat_GoldCoin
AssetBundle
None

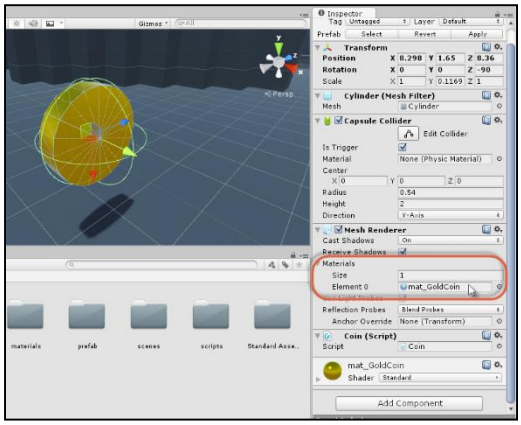

Inspector
mat_GoldCoin
Shader
Standard
Standard
Standard (Specular setup)
Custom
FX
GUI
Mobile
Nature
Particles
Skybox
Sprites
UI
Unlit
Legacy Shaders

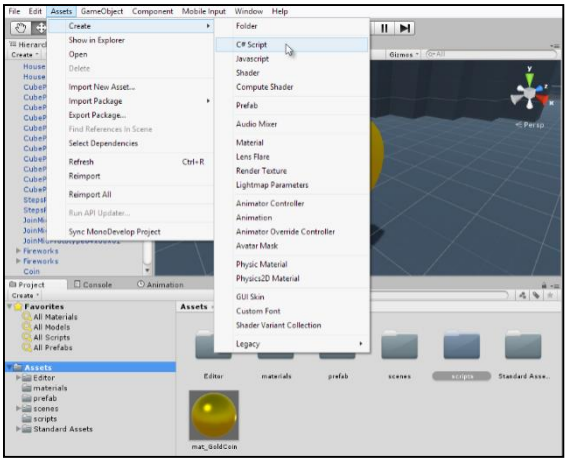

Color
Inspector
mat_GoldCoin
Shader
Standard
Rendering Mode
Opaque
Main Maps
Albedo
Metallic
Smoothness
Normal Map
Height Map
Occlusion
Emission
Detail Mask
Tiling
Offset
mat_GoldCoin
AssetBundle
None
Hex Color
FFC300FF
Presets
Click to add new preset

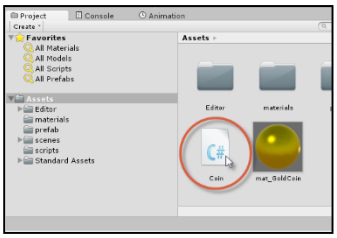

Inspector
mat_GoldCoin
Shader Standard
Rendering Mode Opaque
Main Maps
Albedo
Metallic
Smoothness
Normal Map
Height Map
Occlusion
Emission
Detail Mask
Tiling
Persp
prefab
scenes
scripts
Standard Asse..
AssetBundle

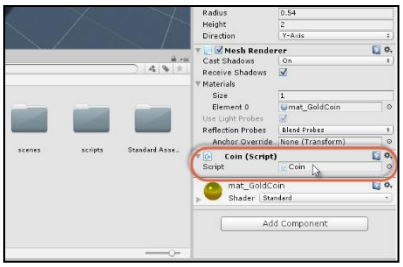

Inspector
mat_GoldCoin
Shader Standard
Rendering Mode Opaque
Main Maps
Albedo
Metallic
Smoothness
Normal Map
Height Map
Occlusion
Emission
Detail Mask
Tiling
Persp
prefab
scenes
scripts
Standard Asse..
AssetBundle

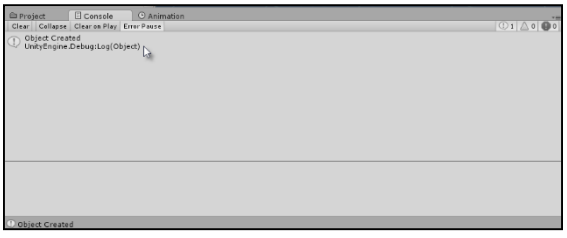

Hierarchy
Scene
Game
Directional Light
Persp
Project
Console
Animation
Favorites
All Materials
All Models
All Scripts
All Prefabs
Assets
Editor
materials
prefab
scenes
scripts
Standard Assets
mat_GoldCoin

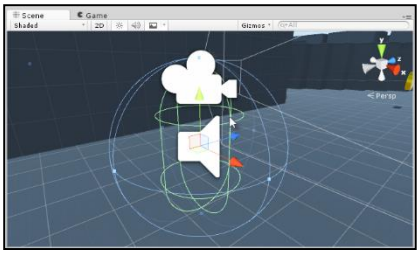

Inspector
Transform
Position
Rotation
Scale
Cylinder (Mesh Filter)
Mesh
Cylinder
Capsule Collider
Edit Collider
Is Trigger
Material
None (Physic Material)
Center
Radius
Height
Direction
Y-Axis
Mesh Renderer
Cast Shadows
Receive Shadows
Materials
Size
Element 0
mat_GoldCoin
Reflection Probes
Blend Probes
Anchor Override
None (Transform)
Coin (Script)
Script
Coin
mat_GoldCoin
Shader
Standard
Add Component
materials
prefab
scenes
scripts
Standard Asse..

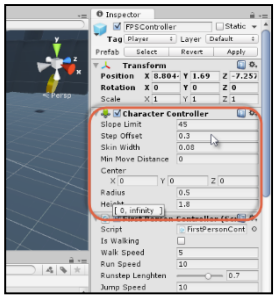

File Edit Assets GameObject Component Mobile Input Window Help
Create
Show in Explorer
Open
Delete
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh Ctrl+R
Reimport
Reimport All
Run API Updater...
Sync MonoDevelop Project
Folder
C# Script
Javascript
Shader
Compute Shader
Prefab
Audio Mixer
Material
Lens Flare
Render Texture
Lightmap Parameters
Animator Controller
Animation
Animator Override Controller
Avatar Mask
Physic Material
Physics2D Material
GUI Skin
Custom Font
Shader Variant Collection
Legacy
Project
Console
Animation
Favorites
All Materials
All Models
All Scripts
All Prefabs
Assets
Editor
materials
prefab
scenes
scripts
Standard Assets
mat_GoldCoin

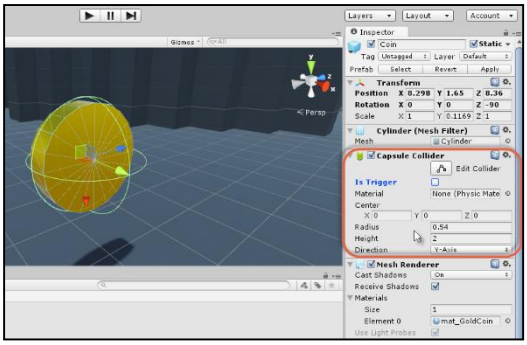

Project
Console
Animation
Create
Favorites
All Materials
All Models
All Scripts
All Prefabs
Assets
Editor
materials
prefab
scenes
scripts
Standard Assets
Coin
mat_GoldCoin

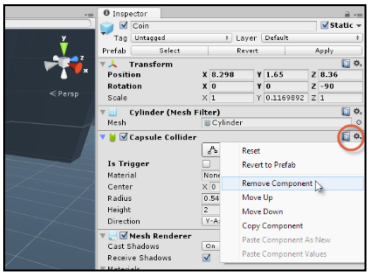

Radius
Height
Direction
Mesh Renderer
Cast Shadows
Receive Shadows
Materials
Size
Element 0
mat_GoldCoin
Reflection Probes
Anchor Override
None (Transform)
Coin (Script)
Script
Coin
mat_GoldCoin
Shader
Standard
Add Component
scenes
scripts
Standard Asse..

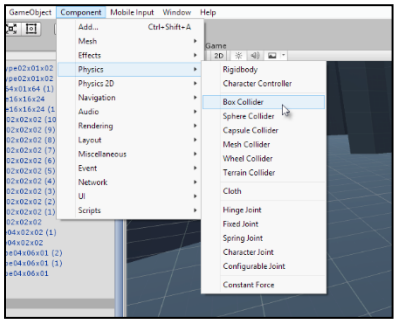

Project
Console
Animation
Clear
Collapse
Clear on Play
Error Pause
Object Created
UnityEngine.Debug:Log(Object)
Object Created

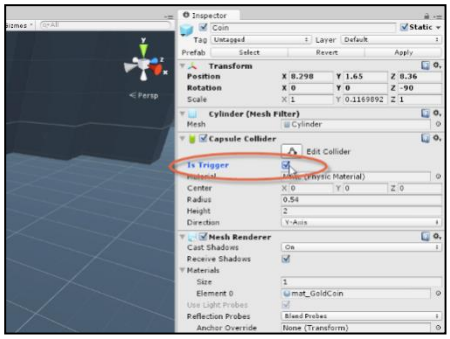

Scene
Game
Persp

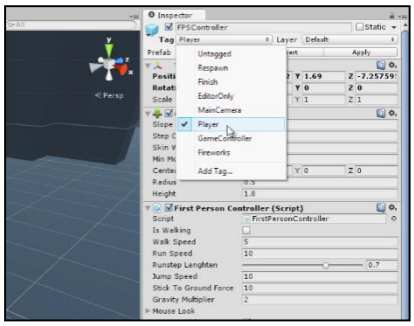

Inspector
FPSController
Character Controller
Slope Limit
Step Offset
Skin Width
Min Move Distance
Center
Radius
Script
Is Walking
Walk Speed
Run Speed
Runstep Lenghten
Jump Speed

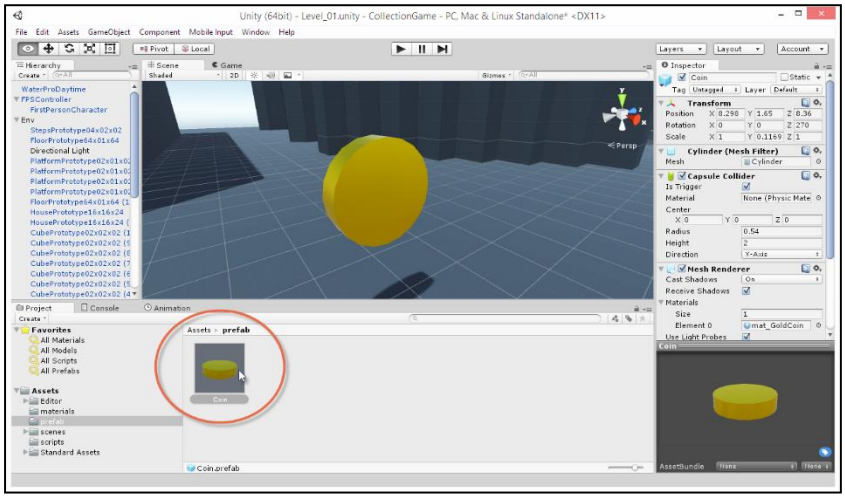

Inspector
Coin
Transform
Cylinder (Mesh Filter)
Capsule Collider
Is Trigger
Material
Center
Radius
Height
Direction
Mesh Renderer
Cast Shadows
Receive Shadows
Materials
Persp

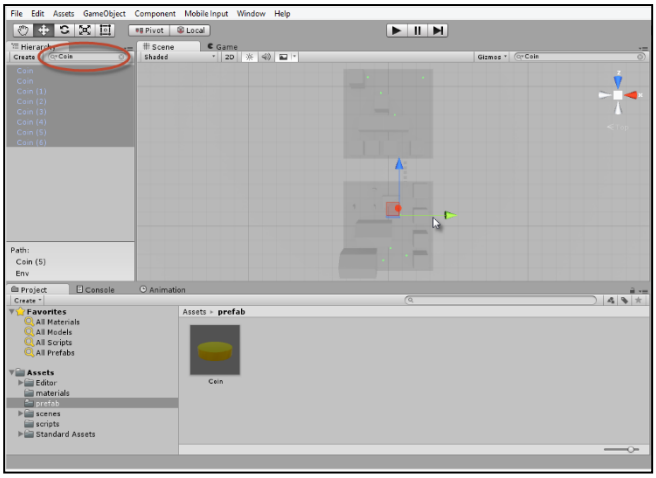

Inspector
Coin
Transform
Cylinder (Mesh Filter)
Capsule Collider
Is Trigger
Material
Center
Radius
Height
Direction
Mesh Renderer
Cast Shadows
Receive Shadows
Reset
Revert to Prefab
Remove Component
Move Up
Move Down
Copy Component
Paste Component As New
Paste Component Values
Persp

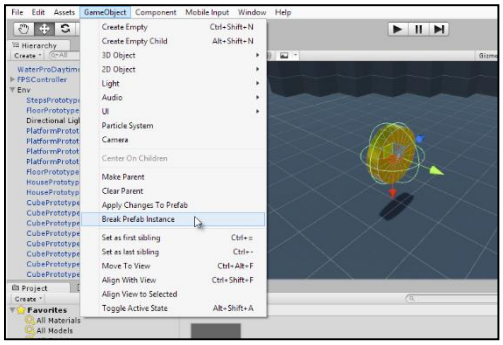

GameObject
Component
Mobile Input
Window
Help
Add...
Mesh
Effects
Physics
Physics 2D
Navigation
Audio
Rendering
Layout
Miscellaneous
Event
Network
UI
Scripts
Rigidbody
Character Controller
Box Collider
Sphere Collider
Capsule Collider
Mesh Collider
Wheel Collider
Terrain Collider
Cloth
Hinge Joint
Fixed Joint
Spring Joint
Character Joint
Configurable Joint
Constant Force

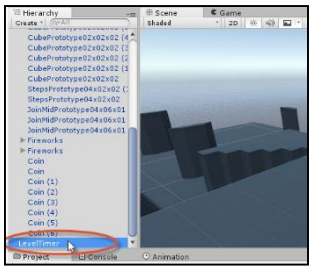

Inspector
Coin
Static
Transform
Position
Rotation
Scale
Cylinder (Mesh Filter)
Capsule Collider
Edit Collider
Is Trigger
Center
Radius
Height
Direction
Mesh Renderer
Cast Shadows
Receive Shadows
Materials
Element 0
mat_GoldCoin
Use Light Probes
Reflection Probes
Anchor Override

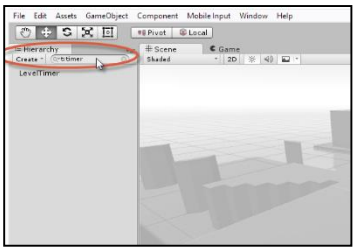

Inspector
FPSController
Static
Tag
Player
Untagged
Respawn
Finish
EditorOnly
MainCamera
Player
GameController
Fireworks
Add Tag...
First Person Controller (Script)
Script
FirstPersonController
Is Walking
Walk Speed
Run Speed
Runstep Lenghten
Jump Speed
Stick To Ground Force
Gravity Multiplier
Mouse Look

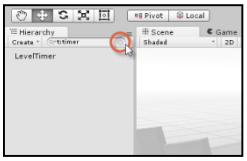

Unity (64bit) - Level_01.unity - CollectionGame - PC, Mac & Linux Standalone* <DX11>
File Edit Assets GameObject Component Mobile Input Window Help
Hierarchy
Scene
Game
Inspector
Project
Console
Animation
Favorites
All Materials
All Models
All Scripts
All Prefabs
Assets
Editor
materials
prefab
scenes
scripts
Standard Assets
Assets > prefab
Coin
Coin.prefab

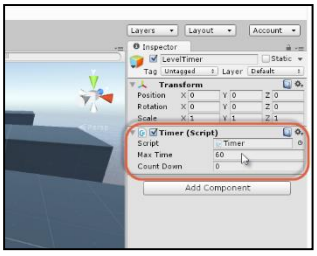

File Edit Assets GameObject Component Mobile Input Window Help
Hierarchy
Scene
Game
Path:
Coin (5)
Env
Project
Console
Animation
Favorites
All Materials
All Models
All Scripts
All Prefabs
Assets
Editor
materials
prefab
scenes
scripts
Standard Assets
Assets > prefab
Coin

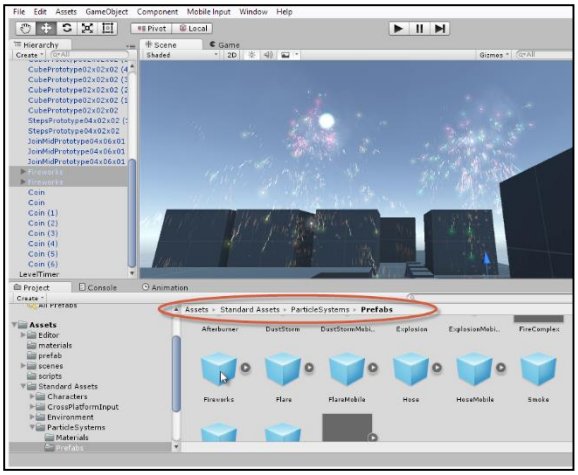

File Edit Assets GameObject Component Mobile Input Window Help
Create Empty Ctrl+Shift+N
Create Empty Child Alt+Shift+N
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
Set as first sibling Ctrl+=
Set as 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

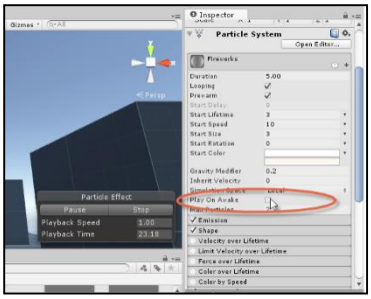

LevelTimer

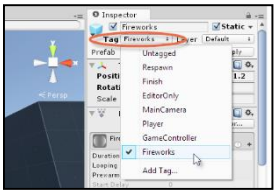

LevelTimer

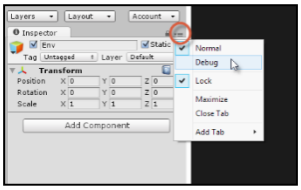

LevelTimer

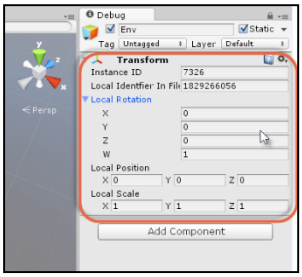

Inspector
LevelTimer
Transform
Position
Rotation
Scale
Timer (Script)
Script
Max Time
Count Down
Add Component


Assets > Standard Assets > ParticleSystems > Prefabs
Fireworks
Flare
FlareMobile
Hose
HoseMobile
Smoke

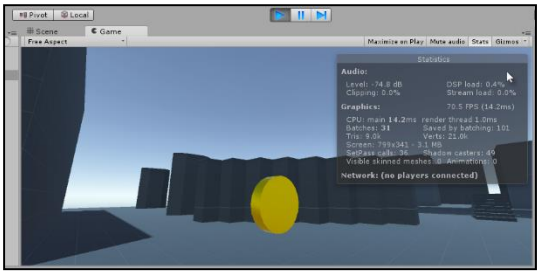

Particle System
Particle Effect
Pause
Stop
Playback Speed
Playback Time

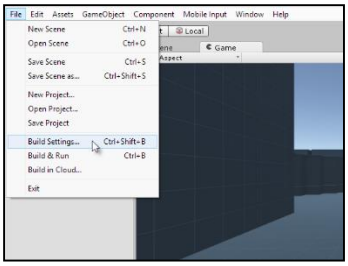

Fireworks
Untagged
Respawn
Finish
EditorOnly
MainCamera
Player
GameController
Fireworks
Add Tag...

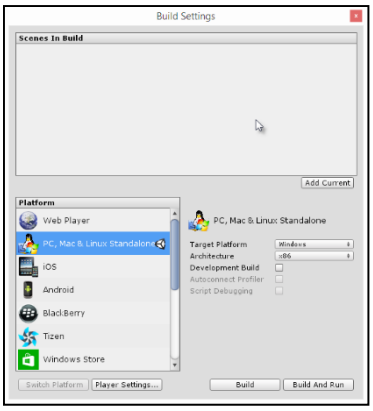

Normal
Debug
Lock
Maximize
Close Tab
Add Tab
Add Component

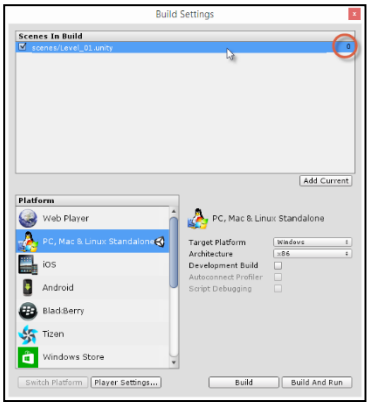

Debug
Transform
Instance ID
7326
Local Rotation
Local Position
Local Scale
Add Component

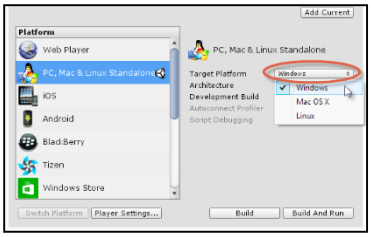
Maximize on Play
Mute audio
Stats
Gizmos
Statistics
Audio:
Level: -74.8 dB
Clipping: 0.0%
DSP load: 0.5%
Stream load: 0.0%
Graphics:
74.2 FPS (13.5ms)
CPU: main 13.5ms render thread 1.4ms
Batches: 34
Saved by batching: 110
Tris: 9.2k
Verts: 21.4k
Screen: 799x341 - 3.1 MB
SetPass calls: 45
Shadow casters: 54
Visible skinned meshes: 0
Animations: 0
Network: (no players connected)


Pivot
Local
Scene
Game
Free Aspect
Maximize on Play
Mute audio
Stats
Gizmos
Statistics
Audio:
Level: -74.8 dB
Clipping: 0.0%
DSP load: 0.4%
Stream load: 0.0%
Graphics:
70.5 FPS (14.2ms)
CPU: main 14.2ms render thread 1.0ms
Batches: 31
Saved by batching: 101
Tris: 9.0k
Verts: 21.0k
Screen: 799x341 - 3.1 MB
SetPass calls: 36
Shadow casters: 49
Visible skinned meshes: 0
Animations: 0
Network: (no players connected)

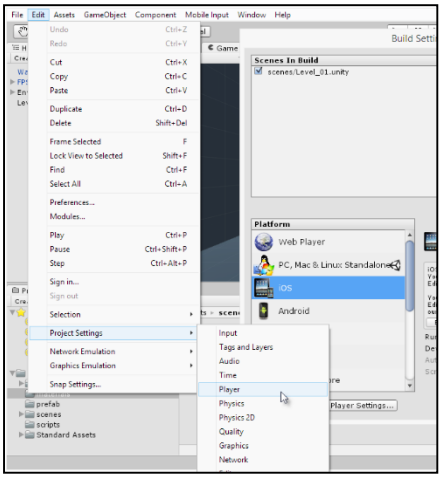

File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
New Scene Ctrl+N
Open Scene Ctrl+O
Save Scene Ctrl+S
Save Scene as... Ctrl+Shift+S
New Project...
Open Project...
Save Project
Build Settings... Ctrl+Shift+B
Build & Run Ctrl+B
Build in Cloud...
Exit
Local
Game
Aspect

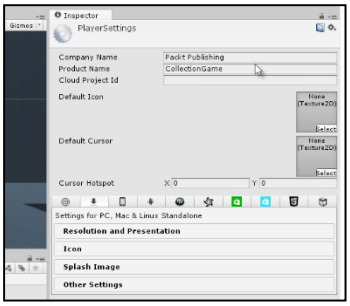

Build Settings
Scenes In Build
Add Current
Platform
Web Player
PC, Mac & Linux Standalone
iOS
Android
BlackBerry
Tizen
Windows Store
PC, Mac & Linux Standalone
Target Platform
Windows
Architecture
x86
Development Build
Autoconnect Profiler
Script Debugging
Switch Platform
Player Settings...
Build
Build And Run

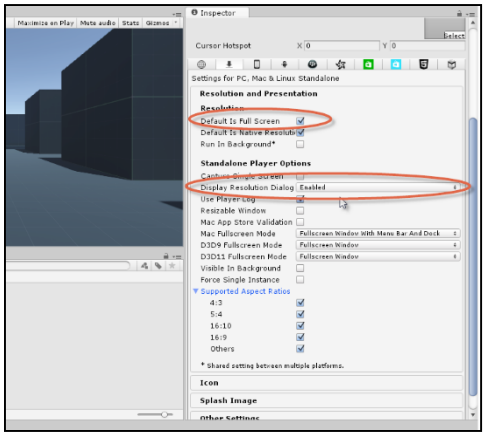

Build Settings
Scenes In Build
scenes/Level_01.unity
Add Current
Platform
Web Player
PC, Mac & Linux Standalone
iOS
Android
BlackBerry
Tizen
Windows Store
PC, Mac & Linux Standalone
Target Platform
Windows
Architecture
x86
Development Build
Autoconnect Profiler
Script Debugging
Switch Platform
Player Settings...
Build
Build And Run

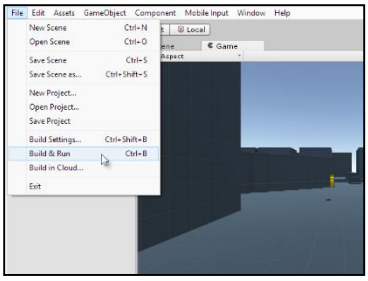

Add Current
Platform
Web Player
PC, Mac & Linux Standalone
iOS
Android
BlackBerry
Tizen
Windows Store
Target Platform
Architecture
Development Build
Autoconnect Profiler
Script Debugging
Windows
Mac OS X
Linux
Switch Platform
Player Settings...
Build
Build And Run

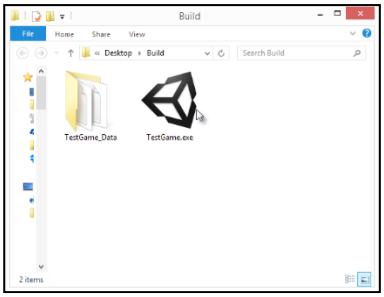
Android
BlackBerry
Tizen
Windows Store
Switch Platform
Player Settings...

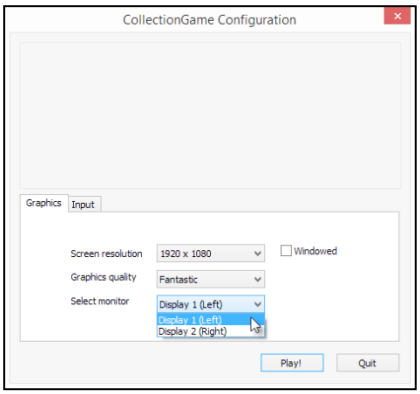

File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Undo
Redo
Cut
Copy
Paste
Duplicate
Delete
Frame Selected
Lock View to Selected
Find
Select All
Preferences...
Modules...
Play
Pause
Step
Sign in...
Sign out
Selection
Project Settings
Network Emulation
Graphics Emulation
Snap Settings...
Input
Tags and Layers
Audio
Time
Player
Physics
Physics 2D
Quality
Graphics
Network
Scenes In Build
scenes/Level_01.unity
Platform
Web Player
PC, Mac & Linux Standalone
iOS
Android
Player Settings...
prefab
scenes
scripts
Standard Assets

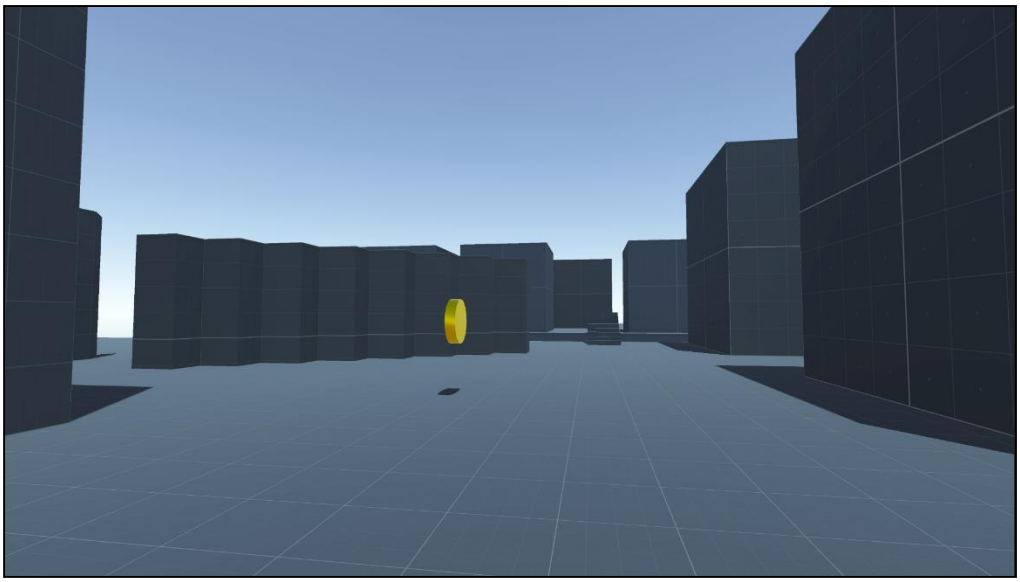

Inspector
PlayerSettings
Company Name
Product Name
Cloud Project Id
Default Icon
Default Cursor
Cursor Hotspot
Settings for PC, Mac & Linux Standalone
Resolution and Presentation
Icon
Splash Image
Other Settings


Inspector
Cursor Hotspot
Settings for PC, Mac & Linux Standalone
Resolution and Presentation
Default Is Full Screen
Default Is Native Resolution
Run In Background*
Standalone Player Options
Display Resolution Dialog
Use Player Log
Resizable Window
Mac App Store Validation
Mac Fullscreen Mode
D3D9 Fullscreen Mode
D3D11 Fullscreen Mode
Visible In Background
Force Single Instance
Supported Aspect Ratios
4:3
5:4
16:10
16:9
Others
* Shared setting between multiple platforms.
Icon
Splash Image
Other Settings

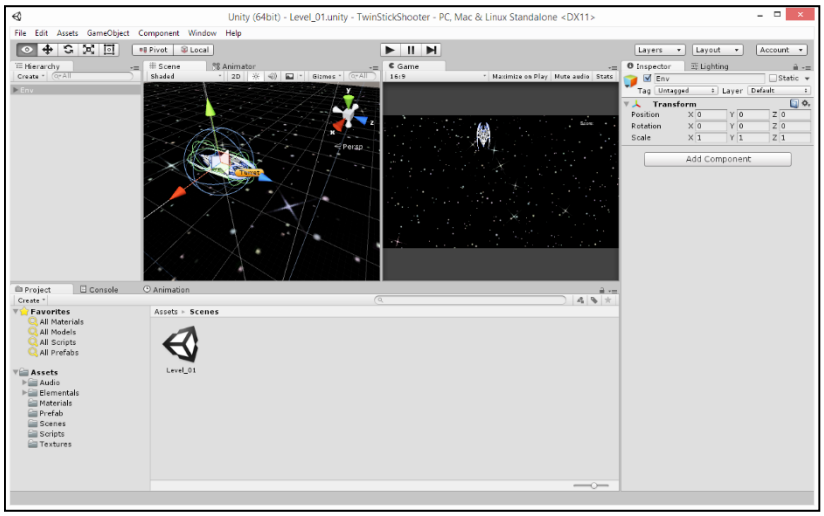

File Edit Assets GameObject Component Mobile Input Window Help
New Scene Ctrl+N
Open Scene Ctrl+O
Save Scene Ctrl+S
Save Scene as... Ctrl+Shift+S
New Project...
Open Project...
Save Project
Build Settings... Ctrl+Shift+B
Build & Run Ctrl+B
Build in Cloud...
Exit
Local
Game
Aspect

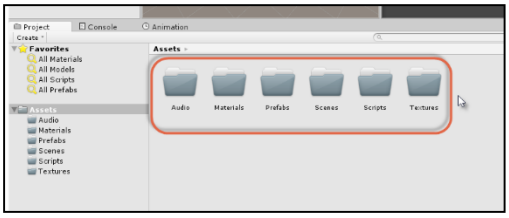

Build
File Home Share View
Desktop ▸ Build
Search Build
TestGame_Data
TestGame.exe
2 items

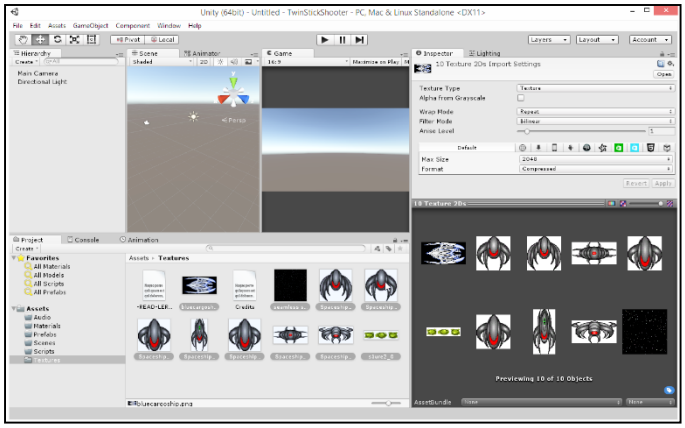

CollectionGame Configuration
Graphics
Input
Screen resolution
1920 x 1080
Windowed
Graphics quality
Fantastic
Select monitor
Display 1 (Left)
Display 1 (Left)
Display 2 (Right)
Play!
Quit

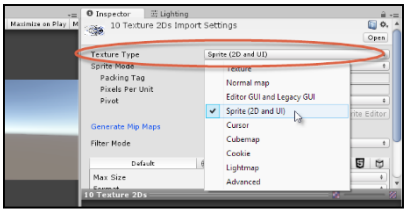


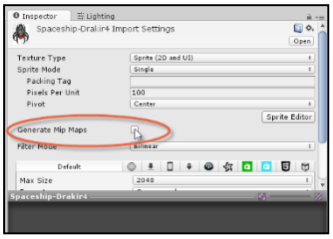
Chapter 3: Project B – the Space Shooter

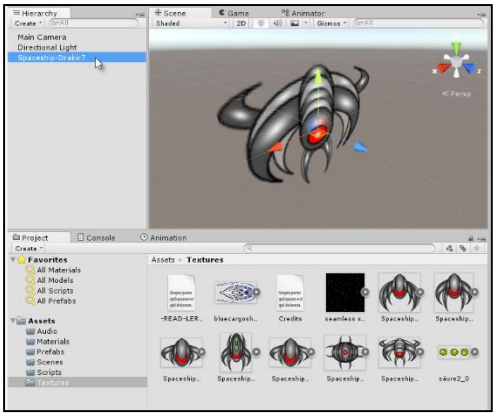


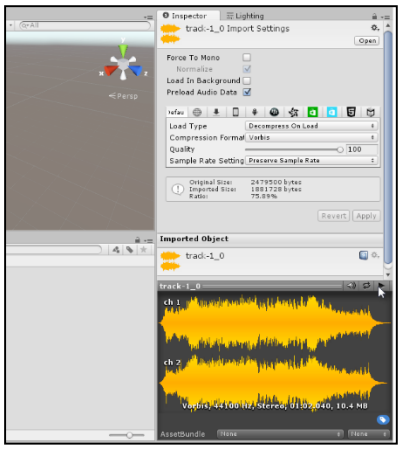


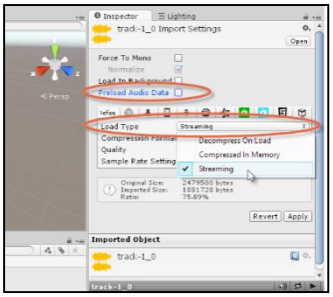


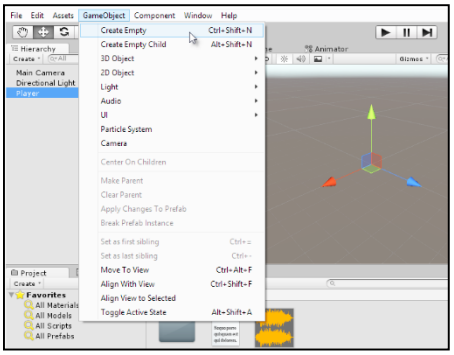


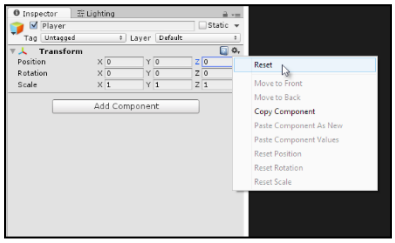

Inspector
Lighting
Spaceship-Drakir4 Import Settings
Open
Texture Type
Sprite Mode
Packing Tag
Pixels Per Unit
Pivot
Generate Mip Maps
Filter Mode
Default
Max Size
Sprite Editor

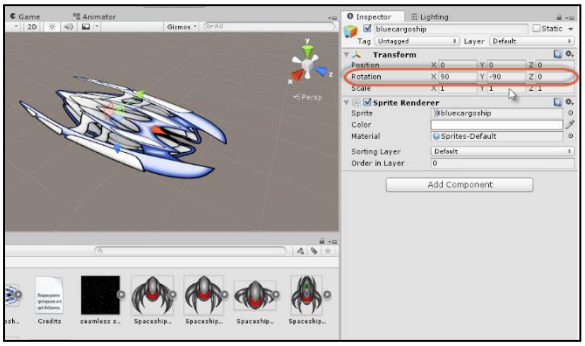

Hierarchy
Scene
Game
Animator
Main Camera
Directional Light
Project
Console
Animation
Favorites
Assets
Textures

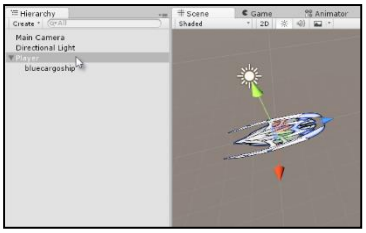

Inspector
Lighting
track-1_0 Import Settings
Open
Force To Mono
Load In Background
Preload Audio Data
Load Type
Compression Format
Quality
Sample Rate Setting
Revert
Apply
Imported Object
track-1_0
ch 1
ch 2


Inspector
Lighting
track-1_0 Import Settings
Open
Force To Mono
Load In Background
Preload Audio Data
Load Type
Streaming
Decompress On Load
Compressed In Memory
Streaming
Revert
Apply
Imported Object
track-1_0

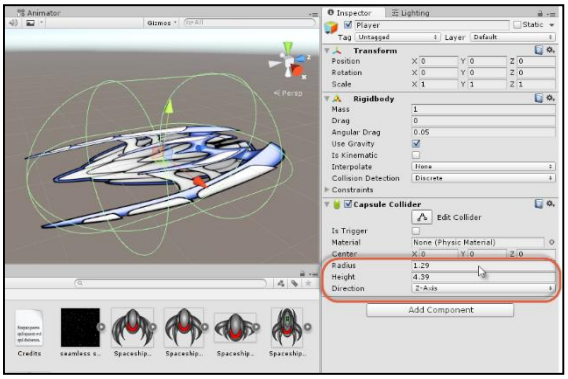

File Edit Assets GameObject Component Window Help
Create Empty Ctrl+Shift+N
Create Empty Child Alt+Shift+N
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
Set as first sibling Ctrl+=
Set as last sibling Ctrl+-
Move To View Ctrl+Alt+F
Align With View Ctrl+Shift+F
Align View to Selected
Toggle Active State Alt+Shift+A
Hierarchy
Main Camera
Directional Light
Player
Project
Favorites
All Materials
All Models
All Scripts
All Prefabs
Animator

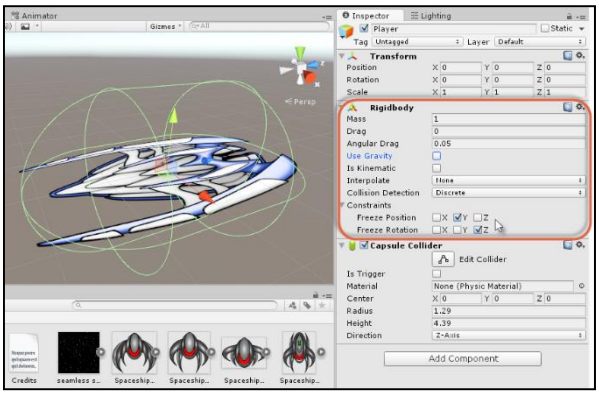

Inspector
Lighting
Player
Tag Untagged
Layer Default
Static
Transform
Position
Rotation
Scale
Add Component
Reset
Move to Front
Move to Back
Copy Component
Paste Component As New
Paste Component Values
Reset Position
Reset Rotation
Reset Scale

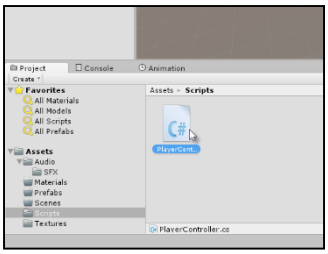

Game
Animator
Gizmos
Persp
Inspector
Lighting
bluecargoship
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
Color
Material
Sprites-Default
Sorting Layer
Order in Layer
Default
Add Component
Credits
seamless s..
Spaceship..

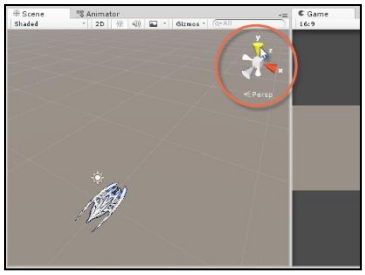

Hierarchy
Create
Main Camera
Directional Light
bluecargoship
Scene
Game
Animator
Shaded
2D

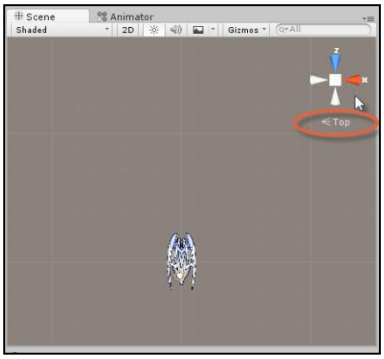
Component Window Help
Add... Ctrl+Shift+A
Mesh
Effects
Physics
Physics 2D
Navigation
Audio
Rendering
Layout
Miscellaneous
Event
Network
UI
Rigidbody
Character Controller
Box Collider
Sphere Collider
Capsule Collider
Mesh Collider
Wheel Collider
Terrain Collider
Cloth
Hinge Joint
Fixed Joint
Spring Joint
Character Joint
Configurable Joint
Constant Force
Animation
Assets Textures
Layers
Layout
Account
Inspector
Lighting
Player
Transform
Rigidbody
Mass
Drag
Angular Drag
Use Gravity
Is Kinematic
Interpolate
Collision Detection
Constraints
Capsule Collider
Edit Collider
Is Trigger
Material
Center
Radius
Height
Direction
Add Component

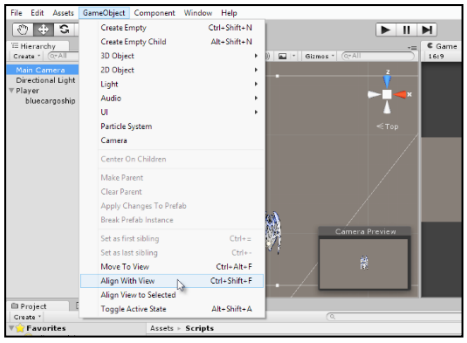

Inspector
Lighting
Player
Transform
Rigidbody
Capsule Collider
Edit Collider
Add Component

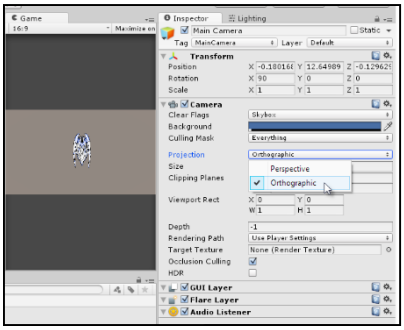

Inspector
Lighting
Player
Transform
Rigidbody
Use Gravity
Constraints
Freeze Position
Freeze Rotation
Capsule Collider
Edit Collider
Add Component

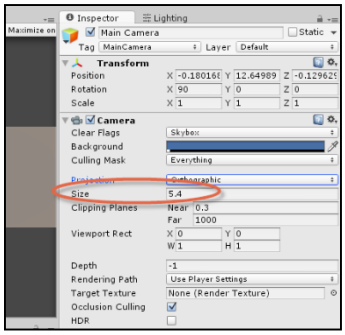

Project
Console
Animation
Favorites
Assets
Scripts
PlayerController.cs

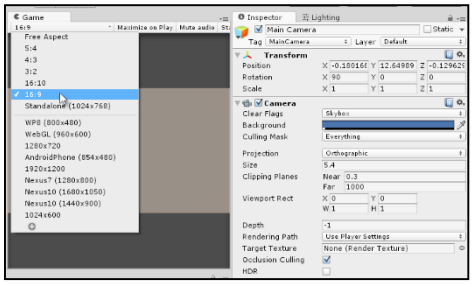

Scene
Animator
Game
Persp

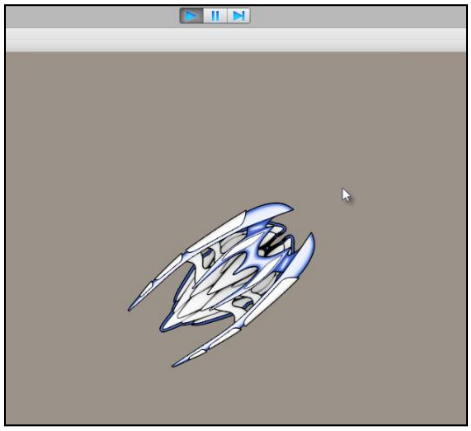

Scene
Animator
Shaded
2D
Gizmos
Top

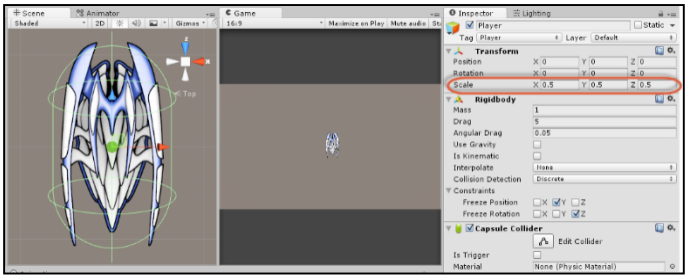

File Edit Assets GameObject Component Window Help
Create Empty Ctrl+Shift+N
Create Empty Child Alt+Shift+N
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
Set as first sibling Ctrl++
Set as last sibling Ctrl+-
Move To View Ctrl+Alt+F
Align With View Ctrl+Shift+F
Align View to Selected
Toggle Active State Alt+Shift+A
Hierarchy
Main Camera
Directional Light
Player
bluecargoship
Game
Top
Camera Preview
Project
Favorites
Assets ▸ Scripts

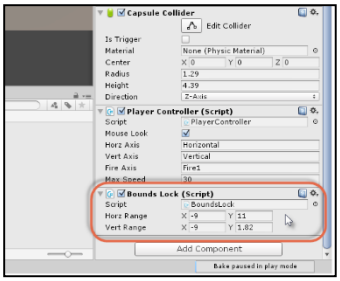

Game
Inspector
Lighting
Main Camera
Static
Tag MainCamera
Layer Default
Transform
Position
Rotation
Scale
Camera
Clear Flags
Background
Culling Mask
Projection
Size
Clipping Planes
Perspective
Orthographic
Viewport Rect
Depth
Rendering Path
Target Texture
Occlusion Culling
HDR
GUI Layer
Flare Layer
Audio Listener

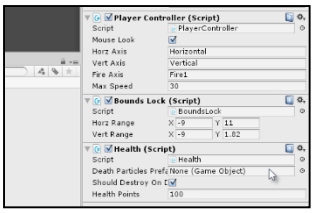

Inspector
Lighting
Maximize on
Main Camera
Static
Tag MainCamera
Layer Default
Transform
Position
Rotation
Scale
Camera
Clear Flags
Skybox
Background
Culling Mask
Everything
Projection
Orthographic
Size
5.4
Clipping Planes
Near 0.3
Far 1000
Viewport Rect
Depth
Rendering Path
Use Player Settings
Target Texture
None (Render Texture)
Occlusion Culling
HDR

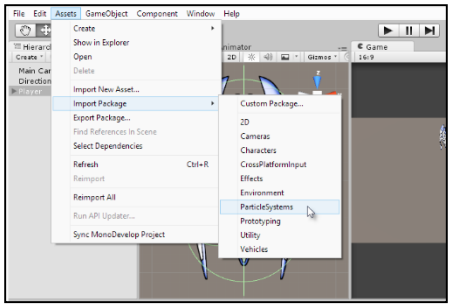

Game
Free Aspect
5:4
4:3
3:2
16:10
16:9
Standalone (1024x768)
WP8 (800x480)
WebGL (960x600)
1280x720
AndroidPhone (854x480)
1920x1200
Nexus7 (1280x800)
Nexus10 (1680x1050)
Nexus10 (1440x900)
1024x600
Inspector
Lighting
Main Camera
Static
Tag MainCamera
Layer Default
Transform
Position
Rotation
Scale
Camera
Clear Flags
Skybox
Background
Culling Mask
Everything
Projection
Orthographic
Size
Clipping Planes
Near
Far
Viewport Rect
Depth
Rendering Path
Use Player Settings
Target Texture
None (Render Texture)
Occlusion Culling
HDR

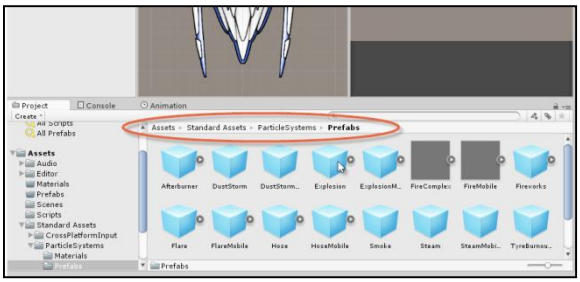


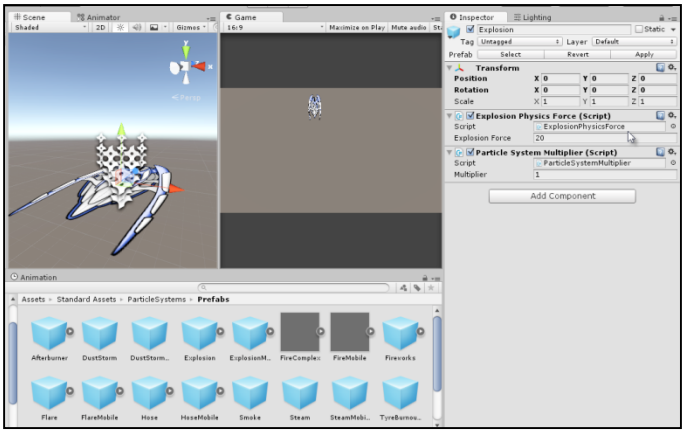

Scene
Animator
Game
Inspector
Lighting
Player
Static
Tag Player
Layer Default
Transform
Position
Rotation
Scale
Rigidbody
Mass
Drag
Angular Drag
Use Gravity
Is Kinematic
Interpolate
Collision Detection
Discrete
Constraints
Freeze Position
Freeze Rotation
Capsule Collider
Edit Collider
Is Trigger
Material
None (Physic Material)

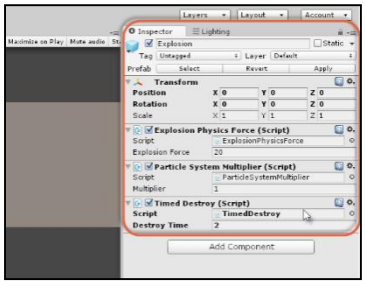

Capsule Collider
Edit Collider
Is Trigger
Material
None (Physic Material)
Center
Radius
Height
Direction
Player Controller (Script)
Script
PlayerController
Mouse Look
Horz Axis
Horizontal
Vert Axis
Vertical
Fire Axis
Fire1
Max Speed
Bounds Lock (Script)
BoundsLock
Horz Range
Vert Range
Add Component
Bake paused in play mode

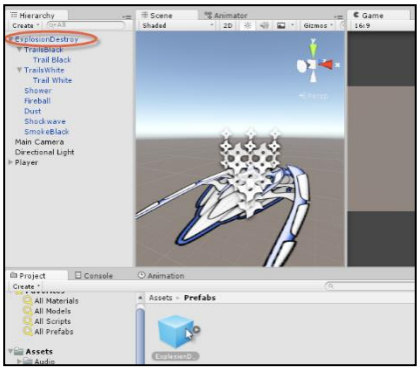

Player Controller (Script)
Script
PlayerController
Mouse Look
Horz Axis
Horizontal
Vert Axis
Vertical
Fire Axis
Fire1
Max Speed
Bounds Lock (Script)
BoundsLock
Horz Range
Vert Range
Health (Script)
Health
Death Particles Prefa
None (Game Object)
Should Destroy On D
Health Points
100

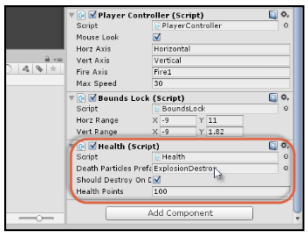

File Edit Assets GameObject Component Window Help
Create
Show in Explorer
Open
Delete
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh Ctrl+R
Reimport
Reimport All
Run API Updater...
Sync MonoDevelop Project
Custom Package...
2D
Cameras
Characters
CrossPlatformInput
Effects
Environment
ParticleSystems
Prototyping
Utility
Vehicles

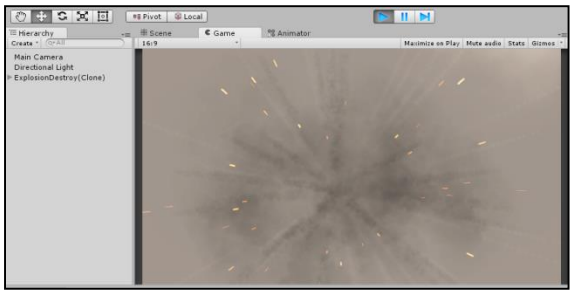

Project
Console
Animation
Assets ▸ Standard Assets ▸ ParticleSystems ▸ Prefabs
Assets
Audio
Editor
Materials
Prefabs
Scenes
Scripts
Standard Assets
CrossPlatformInput
ParticleSystems
Materials
Prefabs
Afterburner
DustStorm
DustStorm...
Explosion
ExplosionM...
FireComplex
FireMobile
Fireworks
Flare
FlareMobile
Hose
HoseMobile
Smoke
Steam
SteamMobi...
TyreBurnou...

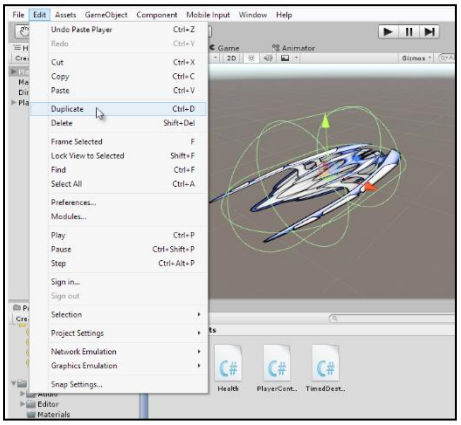

Scene
Animator
Game
Inspector
Lighting
Explosion
Transform
Position
Rotation
Scale
Explosion Physics Force (Script)
Script
ExplosionPhysicsForce
Explosion Force
20
Particle System Multiplier (Script)
ParticleSystemMultiplier
Multiplier
1
Add Component
Assets ▸ Standard Assets ▸ ParticleSystems ▸ Prefabs
Afterburner
DustStorm
DustStorm...
Explosion
ExplosionM...
FireComplex
FireMobile
Fireworks
Flare
FlareMobile
Hose
HoseMobile
Smoke
Steam
SteamMobi...
TyreBurnou...

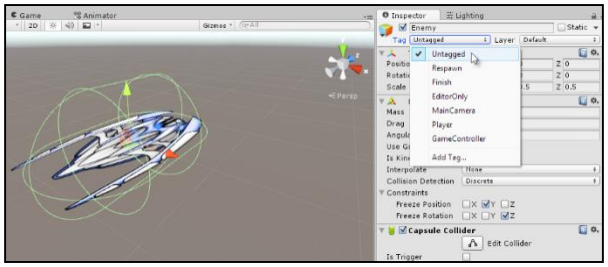

Layers
Layout
Account
Inspector
Lighting
Explosion
Transform
Position
Rotation
Scale
Explosion Physics Force (Script)
Script
ExplosionPhysicsForce
Explosion Force
20
Particle System Multiplier (Script)
ParticleSystemMultiplier
Multiplier
1
Timed Destroy (Script)
TimedDestroy
Destroy Time
2
Add Component

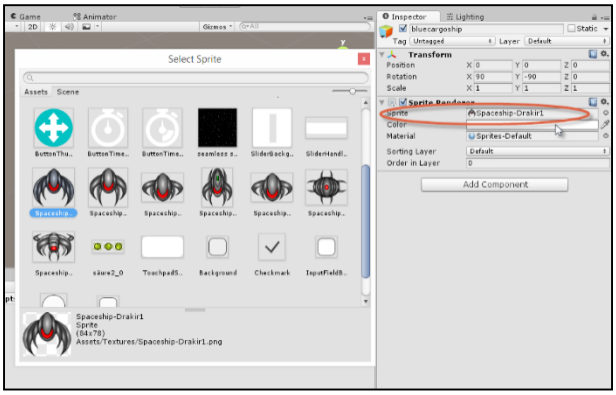

Hierarchy
Scene
Animator
Game
ExplosionDestroy
TrailsBlack
Trail Black
TrailsWhite
Trail White
Shower
Fireball
Dust
Shockwave
SmokeBlack
Main Camera
Directional Light
Player
Project
Console
Animation
Assets
Prefabs
All Materials
All Models
All Scripts
All Prefabs


Player Controller (Script)
Script
PlayerController
Mouse Look
Horz Axis
Horizontal
Vert Axis
Vertical
Fire Axis
Fire1
Max Speed
30
Bounds Lock (Script)
Script
BoundsLock
Horz Range
X -9
Y 11
Vert Range
X -9
Y 1.82
Health (Script)
Script
Health
Death Particles Prefa
ExplosionDestroy
Should Destroy On L
Health Points
100
Add Component

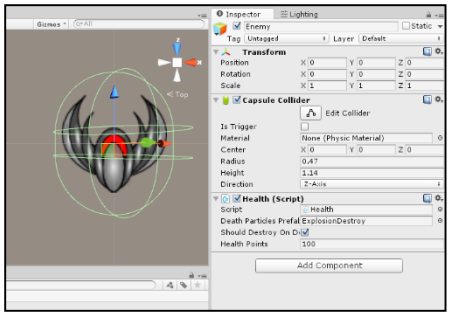

Pivot
Local
Hierarchy
Scene
Game
Animator
Main Camera
Directional Light
ExplosionDestroy(Clone)

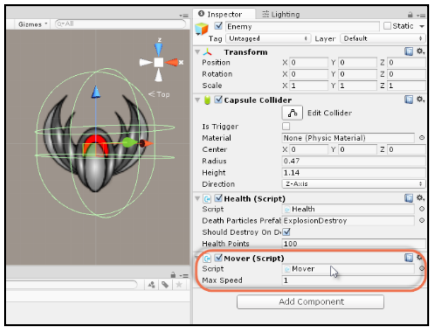

File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Undo Paste Player
Redo
Cut
Copy
Paste
Duplicate
Delete
Frame Selected
Lock View to Selected
Find
Select All
Preferences...
Modules...
Play
Pause
Step
Sign in...
Sign out
Selection
Project Settings
Network Emulation
Graphics Emulation
Snap Settings...
Health
PlayerCont..
TimedDest..

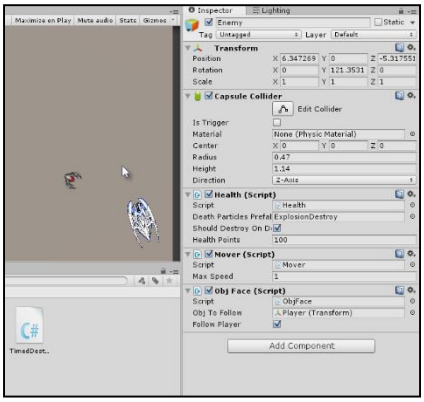

Game
Animator
Inspector
Lighting
Enemy
Static
Tag
Untagged
Layer
Default
Untagged
Respawn
Finish
EditorOnly
MainCamera
Player
GameController
Add Tag...
Collision Detection
Discrete
Constraints
Freeze Position
Freeze Rotation
Capsule Collider
Edit Collider
Is Trigger

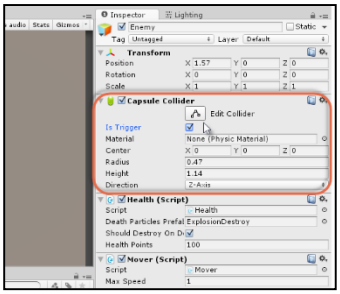

Select Sprite
Assets
Scene
Spaceship-Drakir1
Sprite
(84x78)
Assets/Textures/Spaceship-Drakir1.png
Inspector
Lighting
bluecargoship
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
Spaceship-Drakir1
Color
Material
Sprites-Default
Sorting Layer
Default
Order in Layer
Add Component

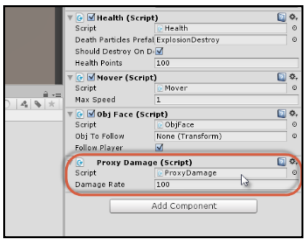
Inspector
Lighting
bluecargoship
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
Spaceship-Drakir1
Color
Material
Sprites-Default
Sorting Layer
Default
Order in Layer
Add Component

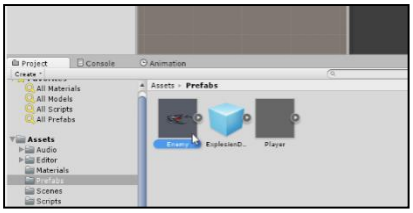

Inspector
Lighting
Enemy
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Capsule Collider
Edit Collider
Is Trigger
Material
None (Physic Material)
Center
Radius
0.47
Height
1.14
Direction
Z-Axis
Health (Script)
Script
Health
Death Particles Prefal
ExplosionDestroy
Should Destroy On D
Health Points
100
Add Component

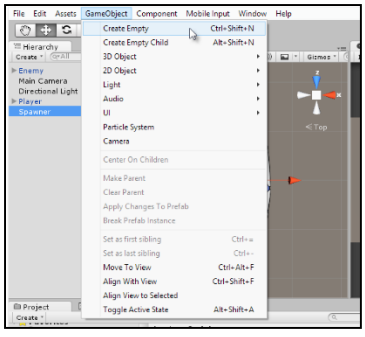

Inspector
Lighting
Enemy
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Capsule Collider
Edit Collider
Is Trigger
Material
None (Physic Material)
Center
Radius
0.47
Height
1.14
Direction
Z-Axis
Health (Script)
Script
Health
Death Particles Prefal
ExplosionDestroy
Should Destroy On D
Health Points
100
Mover (Script)
Script
Mover
Max Speed
1
Add Component

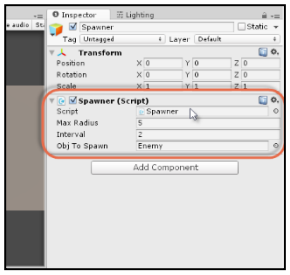

Inspector
Lighting
Enemy
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Capsule Collider
Edit Collider
Is Trigger
Material
None (Physic Material)
Center
Radius
0.47
Height
1.14
Direction
Y-Axis
Health (Script)
Script
Health
Death Particles Prefal
ExplosionDestroy
Should Destroy On D
Health Points
100
Mover (Script)
Mover
Max Speed
1
Obj Face (Script)
ObjFace
Obj To Follow
Player (Transform)
Follow Player
Add Component
TimedDest..

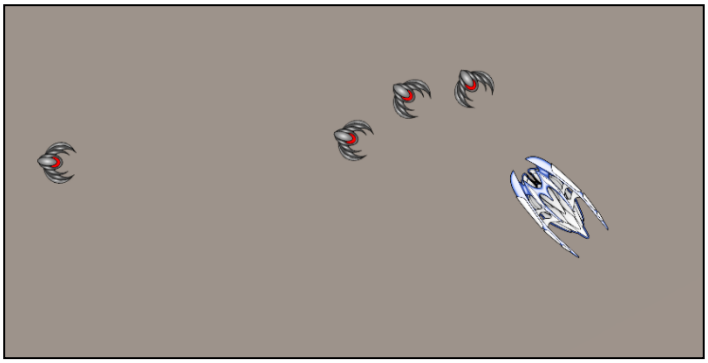

Inspector
Lighting
Enemy
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Capsule Collider
Edit Collider
Is Trigger
Material
None (Physic Material)
Center
Radius
0.47
Height
1.14
Direction
Y-Axis
Health (Script)
Script
Health
Death Particles Prefal
ExplosionDestroy
Should Destroy On D
Health Points
100
Mover (Script)
Mover
Max Speed
1


Health (Script)
Script
Health
Death Particles Prefal
ExplosionDestroy
Should Destroy On D
Health Points
100
Mover (Script)
Mover
Max Speed
1
Obj Face (Script)
ObjFace
Obj To Follow
None (Transform)
Follow Player
Proxy Damage (Script)
Script
ProxyDamage
Damage Rate
100
Add Component

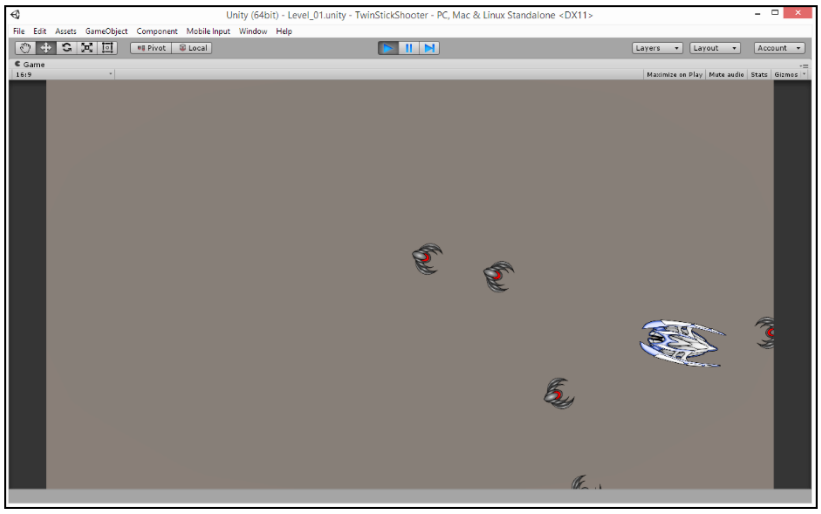

Project
Console
Animation
Create
All Materials
All Models
All Scripts
All Prefabs
Assets
Audio
Editor
Materials
Prefabs
Scenes
Scripts
Assets
Prefabs
Enemy
ExplosionD..
Player

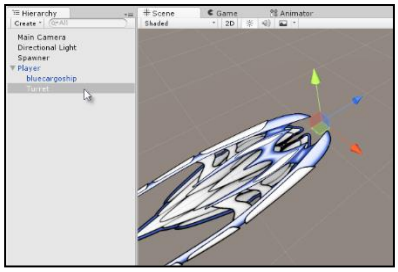

File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Create Empty
Ctrl+Shift+N
Create Empty Child
Alt+Shift+N
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
Set as first sibling
Ctrl++
Set as 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
Hierarchy
Create
Enemy
Main Camera
Directional Light
Player
Spawner
Project
Top

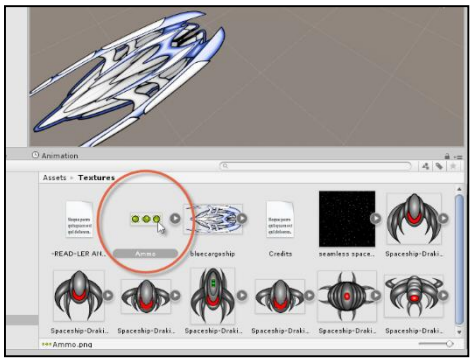

Inspector
Lighting
Spawner
Static
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Spawner (Script)
Script
Spawner
Max Radius
5
Interval
2
Obj To Spawn
Enemy
Add Component

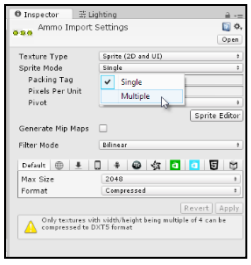


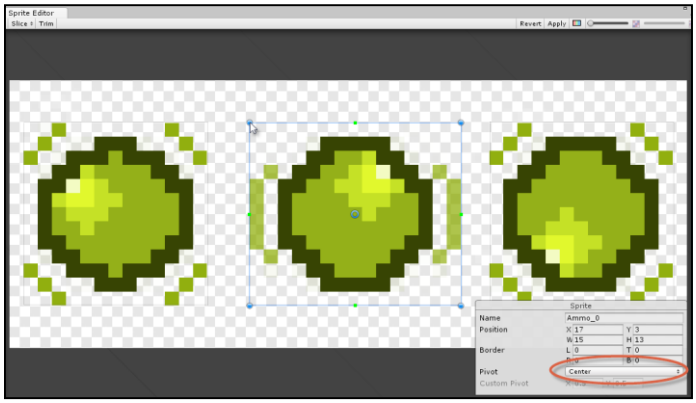
Chapter 4: Continuing the Space Shooter

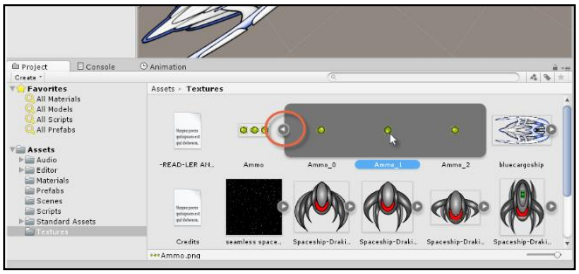


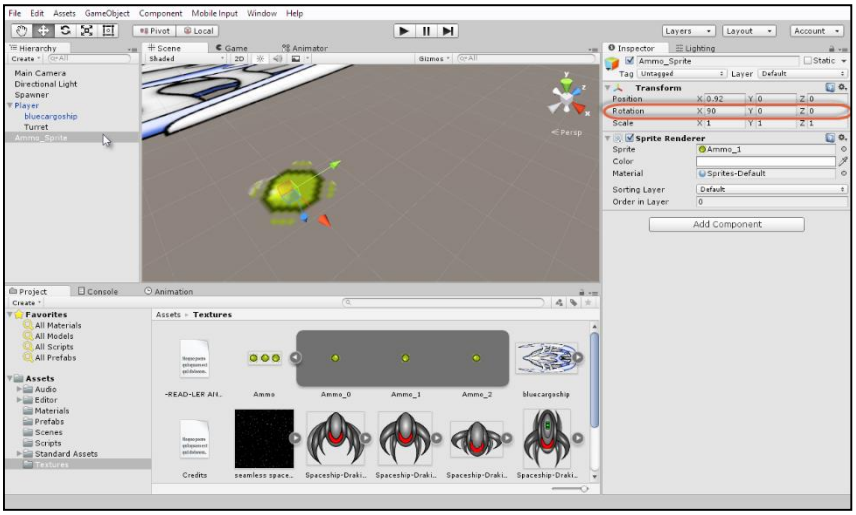


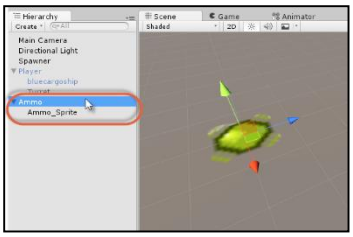


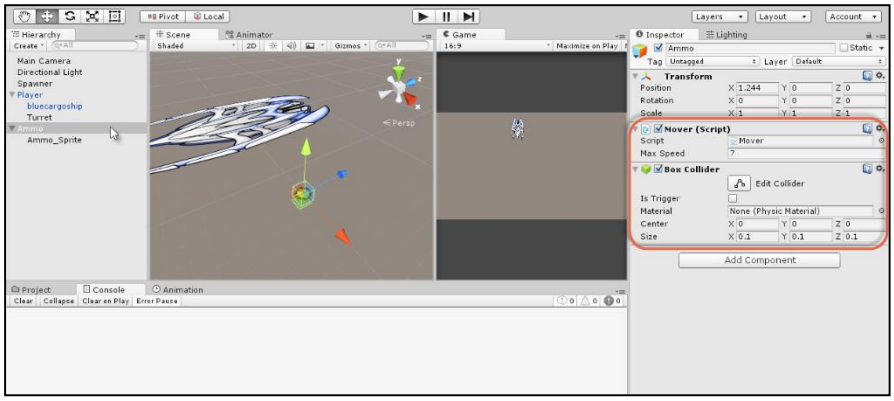


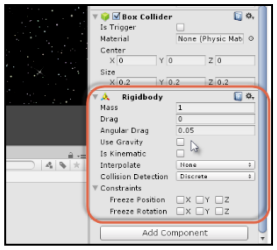

Sprite Editor
Slice
Trim
Revert
Apply
Sprite
Name
Ammo_0
Position
Border
Pivot
Center
Custom Pivot

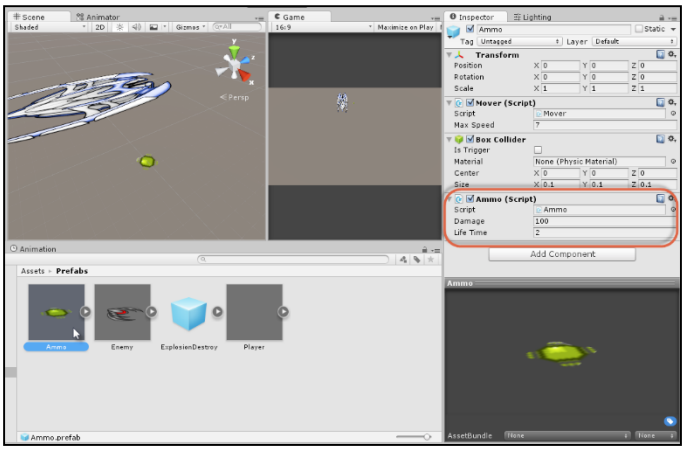

Project
Console
Animation
Favorites
All Materials
All Models
All Scripts
All Prefabs
Assets
Audio
Editor
Materials
Prefabs
Scenes
Scripts
Standard Assets
Textures
Assets ▸ Textures
Ammo
Ammo_0
Ammo_1
Ammo_2
Credits
Ammo.png

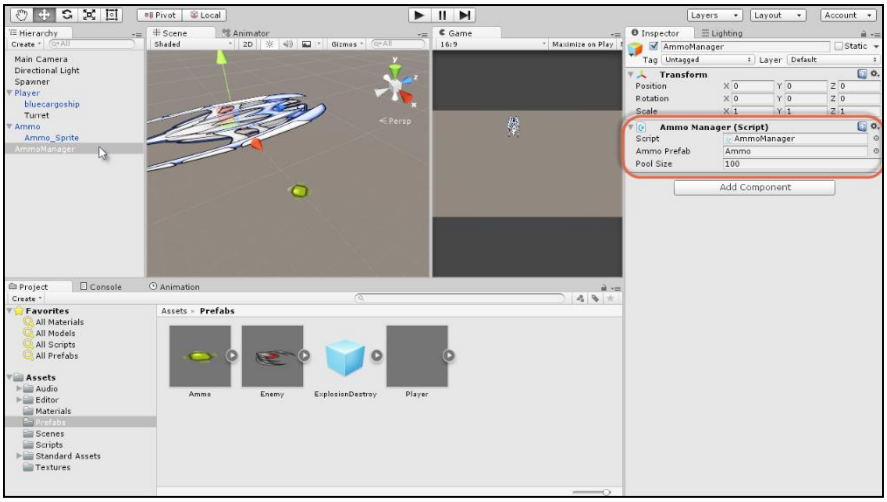

File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Hierarchy
Main Camera
Directional Light
Spawner
Player
bluecargoship
Turret
Ammo_Sprite
Scene
Game
Animator
Persp
Inspector
Ammo_Sprite
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
Ammo_1
Color
Material
Sprites-Default
Sorting Layer
Order in Layer
Add Component
Project
Console
Animation
Assets ▸ Textures

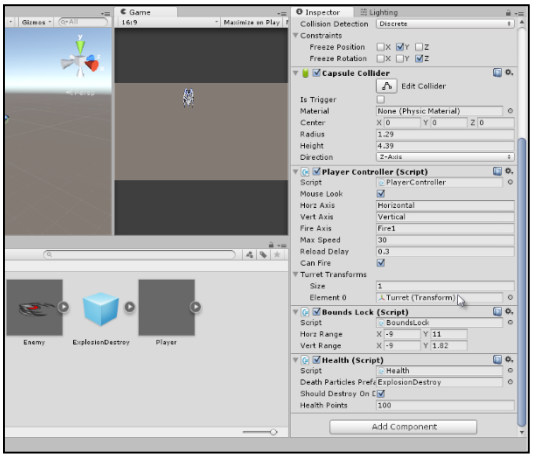

Hierarchy
Main Camera
Directional Light
Spawner
Player
bluecargoship
Turret
Ammo
Ammo_Sprite
Scene
Game
Animator
Shaded
2D

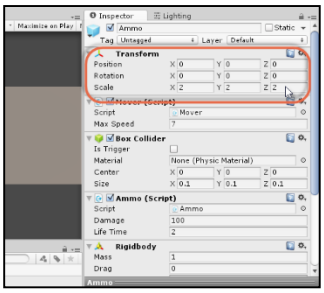

Main Camera
Directional Light
Spawner
Player
bluecargoship
Turret
Ammo
Ammo_Sprite
Mover (Script)
Box Collider
Add Component

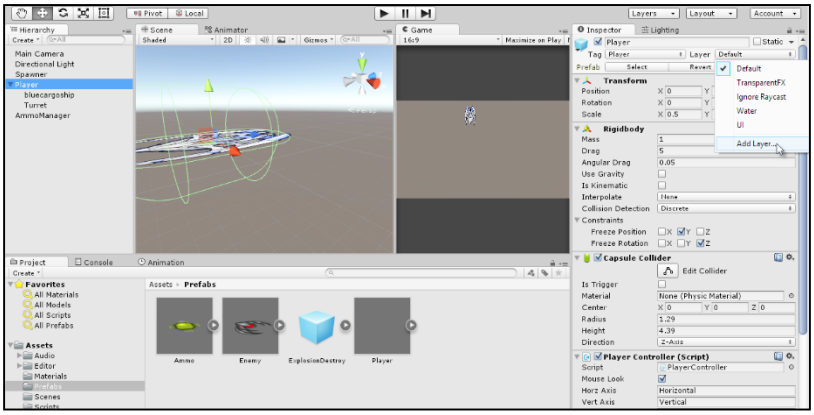

Box Collider
Rigidbody
Add Component

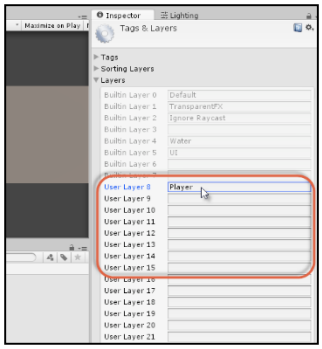

Ammo (Script)
Add Component
Assets ▸ Prefabs
Ammo
Enemy
ExplosionDestroy
Player
Ammo.prefab

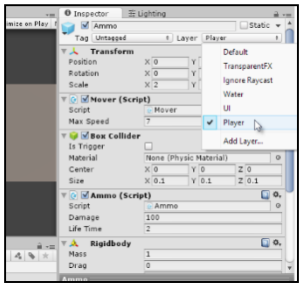

Main Camera
Directional Light
Spawner
Player
bluecargoship
Turret
Ammo
Ammo_Sprite
AmmoManager
Ammo Manager (Script)
Add Component
Favorites
Assets
Prefabs
Ammo
Enemy
ExplosionDestroy
Player

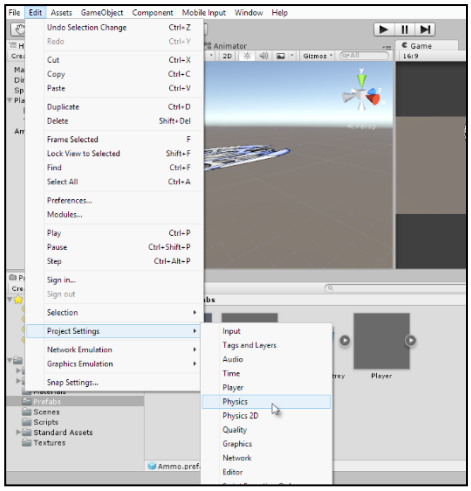

Game
Inspector
Lighting
Capsule Collider
Player Controller (Script)
Bounds Lock (Script)
Health (Script)
Add Component
Enemy
ExplosionDestroy
Player

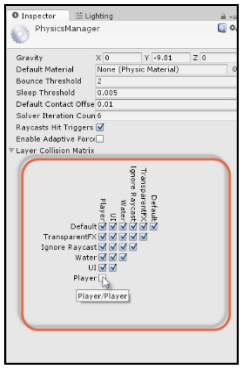

Inspector
Lighting
Transform
Box Collider
Ammo (Script)
Rigidbody


Hierarchy
Scene
Animator
Game
Inspector
Project
Console
Animation
Main Camera
Directional Light
Spawner
Player
blueargoship
Turret
AmmoManager
Favorites
Assets
Prefabs
Ammo
Enemy
ExplosionDestroy
Player
Capsule Collider
Player Controller (Script)

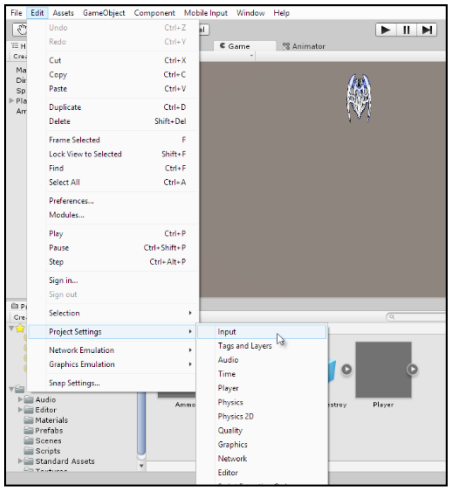

Inspector
Lighting
Tags & Layers
Tags
Sorting Layers
Layers
User Layer 8
Player

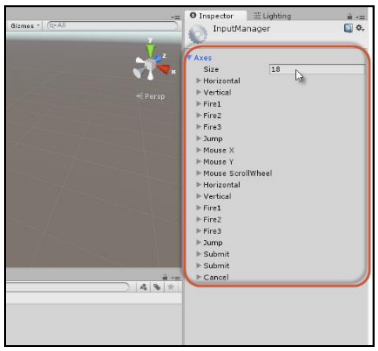

Inspector
Lighting
Ammo
Static
Tag Untagged
Layer Player
Transform
Position
Rotation
Scale
Mover (Script)
Script Mover
Max Speed 7
Box Collider
Is Trigger
Material None (Physic Material)
Center
Size
Ammo (Script)
Script Ammo
Damage 100
Life Time 2
Rigidbody
Mass 1
Drag 0
Default
TransparentFX
Ignore Raycast
Water
UI
Player
Add Layer...

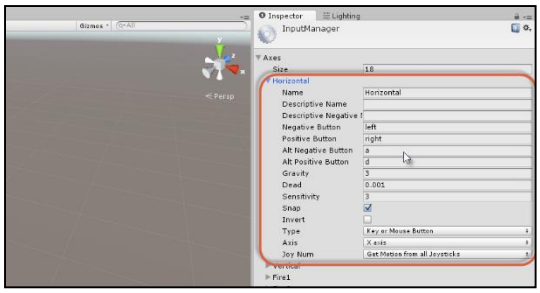

File Edit Assets GameObject Component Mobile Input Window Help
Undo Selection Change Ctrl+Z
Redo Ctrl+Y
Cut Ctrl+X
Copy Ctrl+C
Paste Ctrl+V
Duplicate Ctrl+D
Delete Shift+Del
Frame Selected F
Lock View to Selected Shift+F
Find Ctrl+F
Select All Ctrl+A
Preferences...
Modules...
Play Ctrl+P
Pause Ctrl+Shift+P
Step Ctrl+Alt+P
Sign in...
Sign out
Selection
Project Settings
Network Emulation
Graphics Emulation
Snap Settings...
Input
Tags and Layers
Audio
Time
Player
Physics
Physics 2D
Quality
Graphics
Network
Editor
Animator
Game
Scenes
Scripts
Standard Assets
Textures

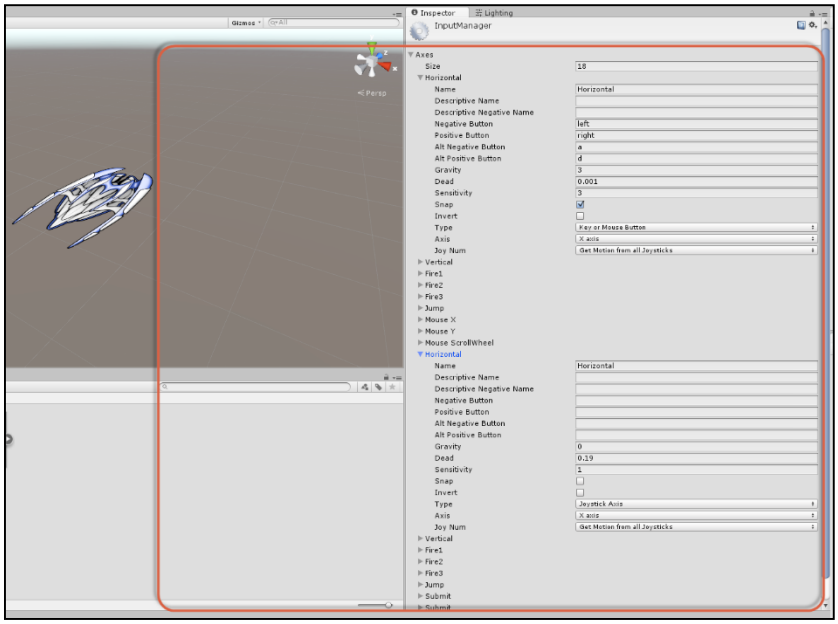

Inspector
Lighting
PhysicsManager
Gravity
Default Material None (Physic Material)
Bounce Threshold
Sleep Threshold
Default Contact Offse
Solver Iteration Coun
Raycasts Hit Triggers
Enable Adaptive Forc
Layer Collision Matrix
Default
TransparentFX
Ignore Raycast
Water
UI
Player
Player,Player

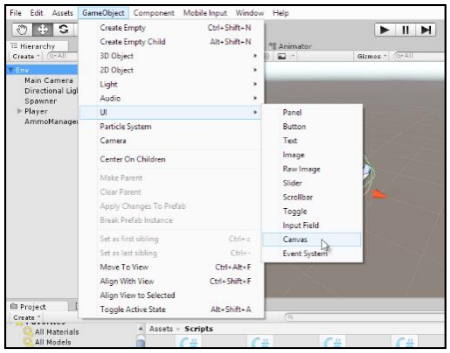
Pivot
Local
Scene
Game
Animator
Maximize on Play
Mute audio
Stats
Gizmos

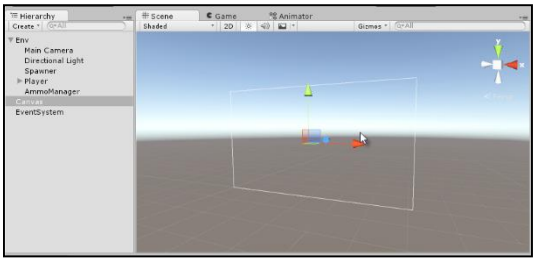

File Edit Assets GameObject Component Mobile Input Window Help
Undo Ctrl+Z
Redo Ctrl+Y
Cut Ctrl+X
Copy Ctrl+C
Paste Ctrl+V
Duplicate Ctrl+D
Delete Shift+Del
Frame Selected F
Lock View to Selected Shift+F
Find Ctrl+F
Select All Ctrl+A
Preferences...
Modules...
Play Ctrl+P
Pause Ctrl+Shift+P
Step Ctrl+Alt+P
Sign in...
Sign out
Selection
Project Settings
Network Emulation
Graphics Emulation
Snap Settings...
Input
Tags and Layers
Audio
Time
Player
Physics
Physics 2D
Quality
Graphics
Network
Editor
Game
Animator
Player

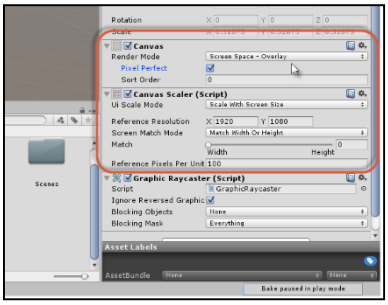

Inspector
Lighting
InputManager
Axes
Size 18
Horizontal
Vertical
Fire1
Fire2
Fire3
Jump
Mouse X
Mouse Y
Mouse ScrollWheel
Horizontal
Vertical
Fire1
Fire2
Fire3
Jump
Submit
Submit
Cancel
Persp

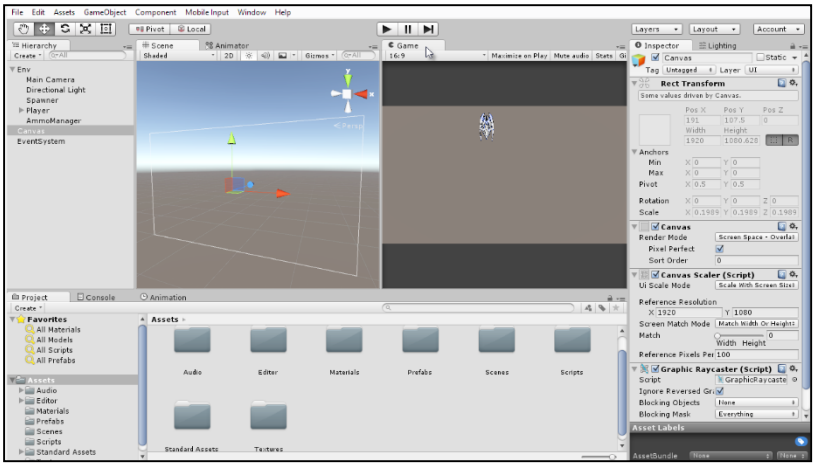

Inspector
Lighting
InputManager
Axes
Size 18
Horizontal
Name Horizontal
Descriptive Name
Negative Button left
Positive Button right
Alt Negative Button a
Alt Positive Button d
Gravity 3
Dead 0.001
Sensitivity 3
Snap
Invert
Type Key or Mouse Button
Axis X axis
Joy Num Get Motion from all Joysticks
Persp

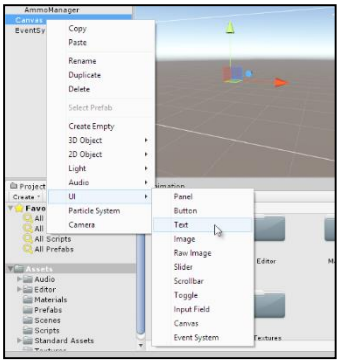

Inspector
Lighting
InputManager
Axes
Size
Horizontal
Name
Descriptive Name
Descriptive Negative Name
Negative Button
Positive Button
Alt Negative Button
Alt Positive Button
Gravity
Dead
Sensitivity
Snap
Invert
Type
Axis
Joy Num
Vertical
Fire1
Fire2
Fire3
Jump
Mouse X
Mouse Y
Mouse ScrollWheel
Submit

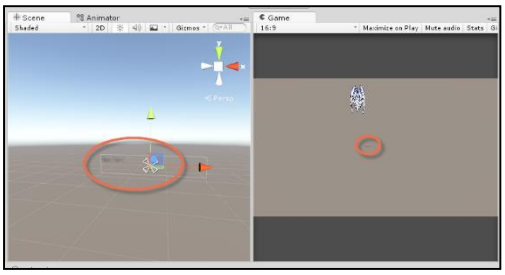

File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Create Empty
Create Empty Child
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
Move To View
Align With View
Align View to Selected
Toggle Active State
Panel
Button
Text
Image
Raw Image
Slider
Scrollbar
Toggle
Input Field
Canvas
Event System
Hierarchy
Project
Animator
Assets
Scripts

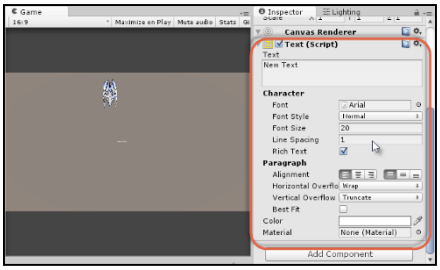

Hierarchy
Scene
Game
Animator
Env
Main Camera
Directional Light
Spawner
Player
AmmoManager
Canvas
EventSystem

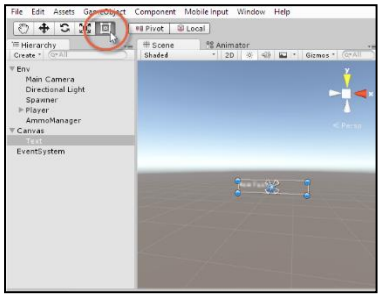

Rotation
Canvas
Render Mode
Screen Space - Overlay
Pixel Perfect
Sort Order
Canvas Scaler (Script)
UI Scale Mode
Scale With Screen Size
Reference Resolution
Screen Match Mode
Match Width Or Height
Match
Width
Height
Reference Pixels Per Unit 100
Graphic Raycaster (Script)
Script
GraphicRaycaster
Ignore Reversed Graphics
Blocking Objects
Blocking Mask
Everything
Asset Labels
AssetBundle

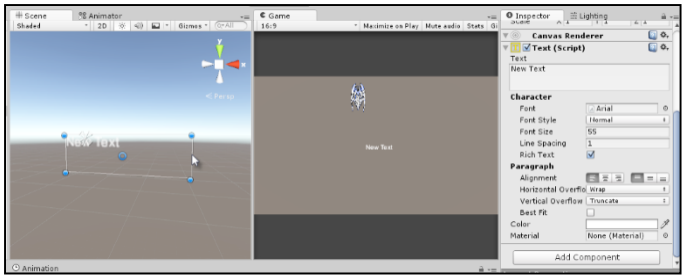


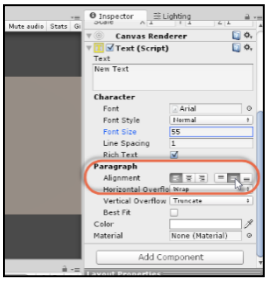

Copy
Paste
Rename
Duplicate
Delete
Select Prefab
Create Empty
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Panel
Button
Text
Image
Raw Image
Slider
Scrollbar
Toggle
Input Field
Canvas
Event System

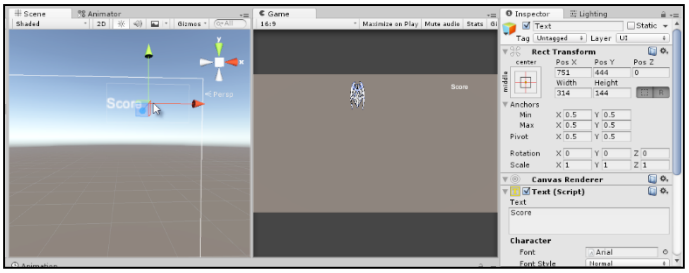


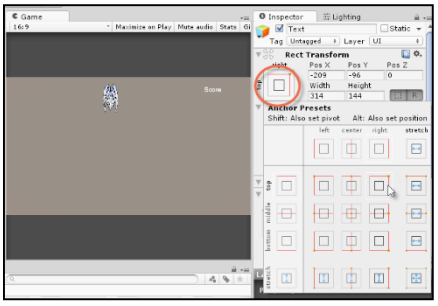

Canvas Renderer
Text (Script)
New Text
Character
Font
Font Style
Font Size
Line Spacing
Rich Text
Paragraph
Alignment
Vertical Overflow
Best Fit
Color
Material
Add Component

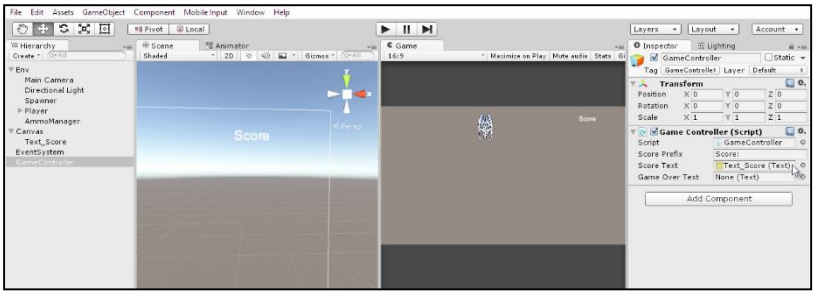


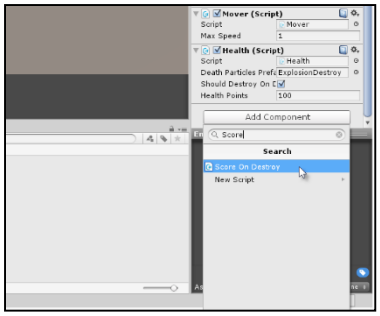


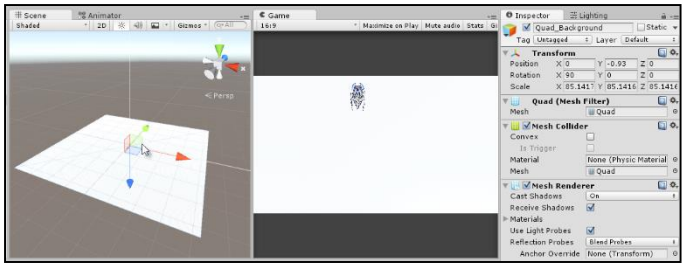


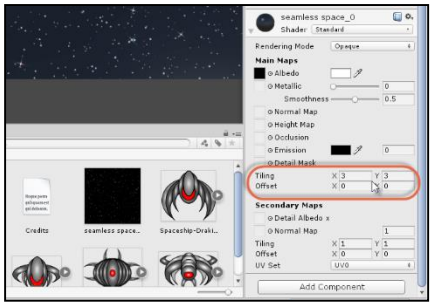


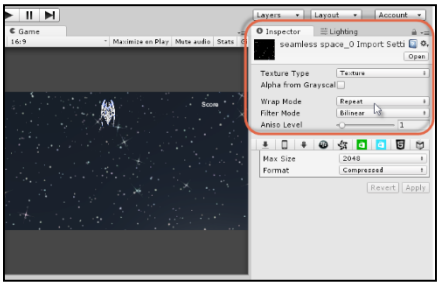


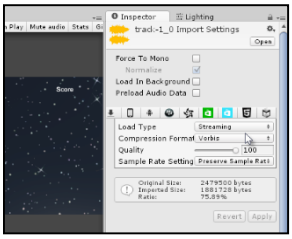

File Edit Assets GameObject Component Mobile Input Window Help
Hierarchy
Create
Env
Main Camera
Directional Light
Spawner
Player
AmmoManager
Canvas
Text_Score
EventSystem
GameController
Scene
Animator
Game
Score
Inspector
Lighting
GameController
Transform
Position
Rotation
Scale
Game Controller (Script)
Script
Score Prefix
Score:
Score Text
Text_Score (Text)
Game Over Text
None (Text)
Add Component

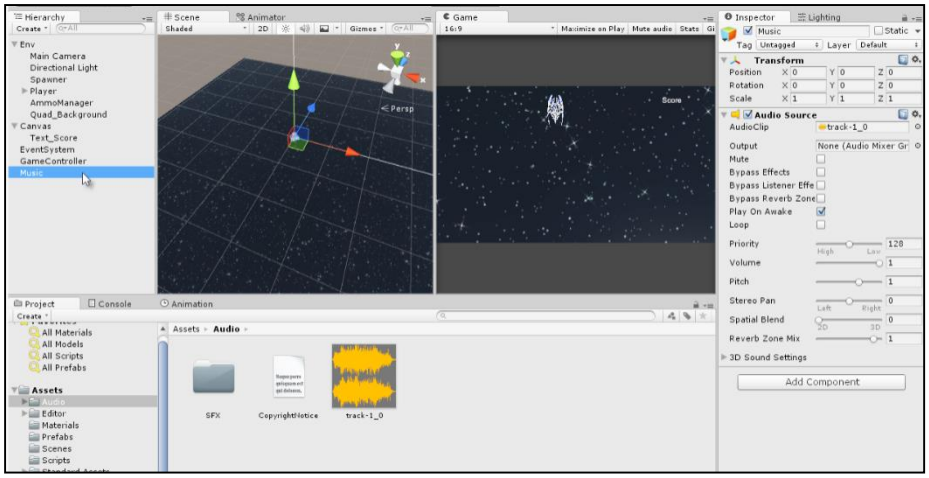

Mover (Script)
Script
Mover
Max Speed
Health (Script)
Script
Health
Death Particles Prefa
ExplosionDestroy
Should Destroy On D
Health Points
100
Add Component
Score
Search
Score On Destroy
New Script


Scene
Animator
Game
Persp
Inspector
Lighting
Quad_Background
Transform
Position
Rotation
Scale
Quad (Mesh Filter)
Mesh
Quad
Mesh Collider
Convex
Is Trigger
Material
None (Physic Material)
Mesh
Quad
Mesh Renderer
Cast Shadows
On
Receive Shadows
Materials
Use Light Probes
Reflection Probes
Blend Probes
Anchor Override
None (Transform)

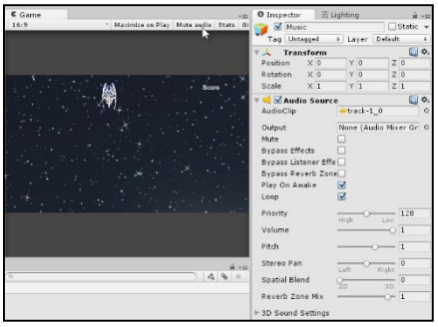

seamless space_0
Shader
Standard
Rendering Mode
Opaque
Main Maps
Albedo
Metallic
Smoothness
Normal Map
Height Map
Occlusion
Emission
Detail Mask
Tiling
Offset
Secondary Maps
Detail Albedo x
Normal Map
Tiling
Offset
UV Set
UV0
Add Component
Credits
seamless space...
Spaceship-Drakt...


Game
Maximize on Play
Mute audio
Stats
Score
Inspector
Lighting
seamless space_0 Import Setti
Open
Texture Type
Texture
Alpha from Grayscal
Wrap Mode
Repeat
Filter Mode
Bilinear
Aniso Level
Max Size
2048
Format
Compressed
Revert
Apply

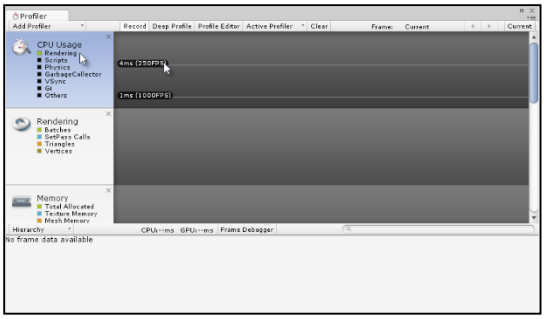

Inspector
Lighting
track-1_0 Import Settings
Open
Force To Mono
Normalize
Load In Background
Preload Audio Data
Load Type
Streaming
Compression Format
Vorbis
Quality
100
Sample Rate Setting
Preserve Sample Rate
Revert
Apply

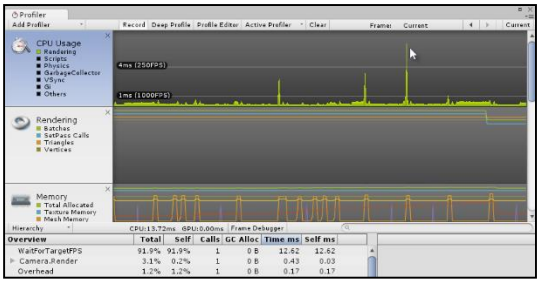

Hierarchy
Scene
Animator
Game
Inspector
Lighting
Env
Main Camera
Directional Light
Spawner
Player
AmmoManager
Quad_Background
Canvas
Text_Score
EventSystem
GameController
Music
Persp
Score
Transform
Position
Rotation
Scale
Audio Source
AudioClip
track-1_0
Output
Mute
Bypass Effects
Play On Awake
Loop
Priority
Volume
Pitch
Stereo Pan
Spatial Blend
Reverb Zone Mix
3D Sound Settings
Add Component
Project
Console
Animation
Assets
Audio
All Materials
All Models
All Scripts
All Prefabs
Editor
Materials
Prefabs
Scenes
Scripts
SFX
CopyrightNotice
track-1_0

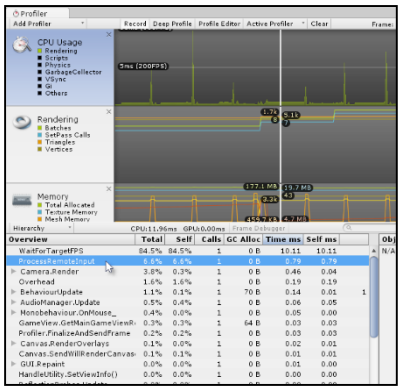
Audio Source
AudioClip
track-1_0
Output
Mute
Bypass Effects
Play On Awake
Loop
Priority
Volume
Pitch
Stereo Pan
Spatial Blend
Reverb Zone Mix
3D Sound Settings

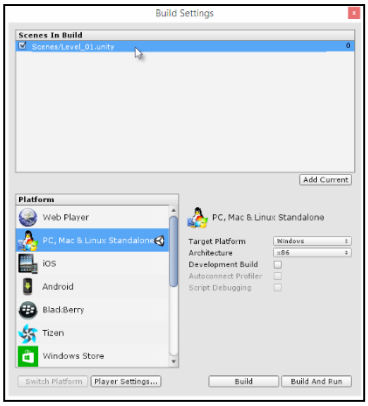

Game
Inspector
Lighting
Score
Transform
Audio Source
AudioClip
track-1_0
Play On Awake
Loop
Priority
Volume
Pitch
Stereo Pan
Spatial Blend
Reverb Zone Mix
3D Sound Settings

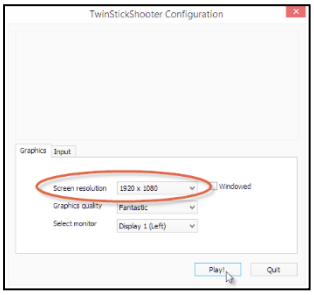
Statistics
Score: 0
Audio:
Graphics:
Network: (no players connected)


Profiler
Add Profiler
Record
Deep Profile
Profile Editor
Active Profiler
Clear
Frame:
Current
CPU Usage
Rendering
Scripts
Physics
GarbageCollector
VSync
GI
Others
4ms (250FPS)
1ms (1000FPS)
Rendering
Batches
SetPass Calls
Triangles
Vertices
Memory
Total Allocated
Texture Memory
Mesh Memory
Hierarchy
CPU:--ms GPU:--ms
Frame Debugger
No frame data available

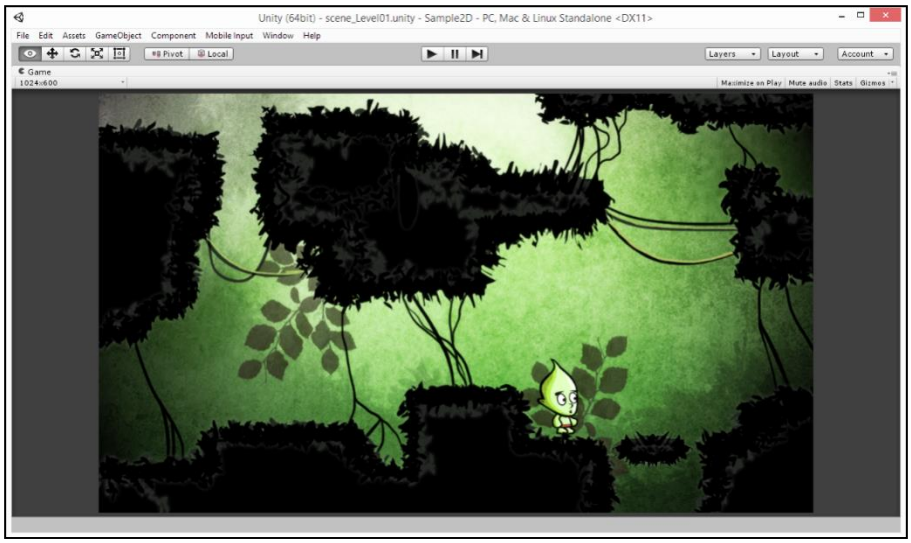

Profiler
Add Profiler
Record
Deep Profile
Profile Editor
Active Profiler
Clear
Frame:
Current
CPU Usage
Rendering
Scripts
Physics
GarbageCollector
VSync
GI
Others
4ms (250FPS)
1ms (1000FPS)
Rendering
Batches
SetPass Calls
Triangles
Vertices
Memory
Total Allocated
Texture Memory
Mesh Memory
Hierarchy
CPU:13.72ms GPU:0.00ms
Frame Debugger
Overview
Total
Self
Calls
GC Alloc
Time ms
Self ms
WaitForTargetFPS 91.9% 91.9% 1 0 B 12.62 12.62
Camera.Render 3.1% 0.2% 1 0 B 0.43 0.03
Overhead 1.2% 1.2% 1 0 B 0.17 0.17

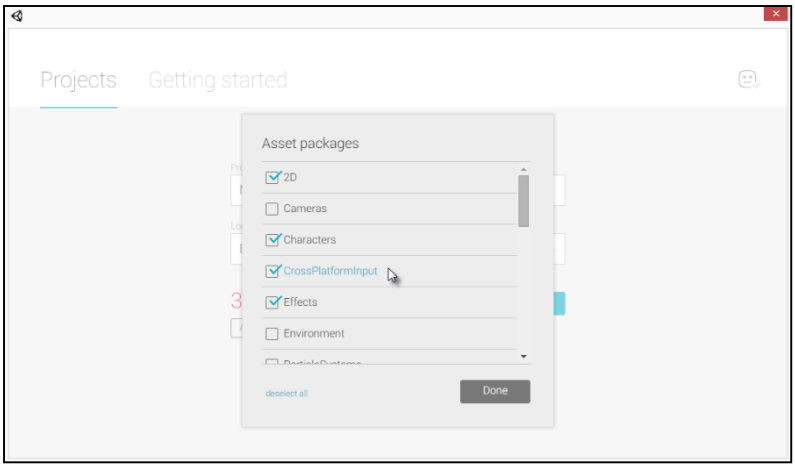

Profiler
Add Profiler
Record
Deep Profile
Profile Editor
Active Profiler
Clear
Frame:
CPU Usage
Rendering
Scripts
Physics
GarbageCollector
VSync
GI
Others
5ms (200FPS)
Rendering
Batches
SetPass Calls
Triangles
Vertices
Memory
Total Allocated
Texture Memory
Mesh Memory
Hierarchy
CPU:11.96ms GPU:0.00ms
Frame Debugger
Overview
Total
Self
Calls
GC Alloc
Time ms
Self ms
WaitForTargetFPS 84.5% 84.5% 1 0 B 10.11 10.11
ProcessRemoteInput 6.6% 6.6% 1 0 B 0.79 0.79
Camera.Render 3.8% 0.3% 1 0 B 0.46 0.04
Overhead 1.6% 1.6% 1 0 B 0.19 0.19
BehaviourUpdate 1.1% 0.1% 1 70 B 0.14 0.01
AudioManager.Update 0.5% 0.4% 1 0 B 0.06 0.05
Monobehaviour.OnMouse_ 0.4% 0.0% 1 0 B 0.05 0.00
GameView.GetMainGameViewR 0.3% 0.3% 1 64 B 0.03 0.03
Profiler.FinalizeAndSendFrame 0.2% 0.2% 1 0 B 0.03 0.03
Canvas.RenderOverlays 0.1% 0.0% 1 0 B 0.02 0.01
Canvas.SendWillRenderCanvas 0.1% 0.1% 1 0 B 0.01 0.01
GUI.Repaint 0.0% 0.0% 1 0 B 0.01 0.00
HandleUtility.SetViewInfo() 0.0% 0.0% 1 0 B 0.00 0.00

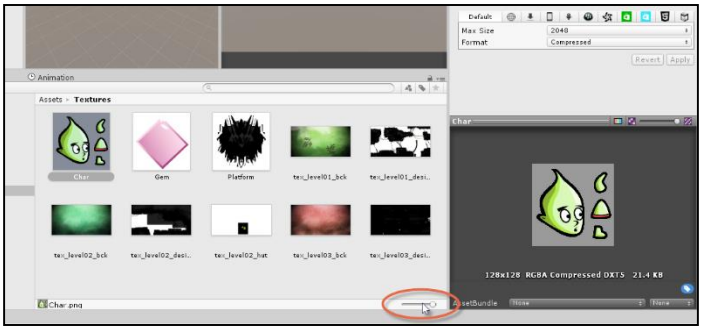

Build Settings
Scenes In Build
Scenes/Level_01.unity
0
Add Current
Platform
Web Player
PC, Mac & Linux Standalone
iOS
Android
BlackBerry
Tizen
Windows Store
PC, Mac & Linux Standalone
Target Platform
Windows
Architecture
x86
Development Build
Autoconnect Profiler
Script Debugging
Switch Platform
Player Settings...
Build
Build And Run

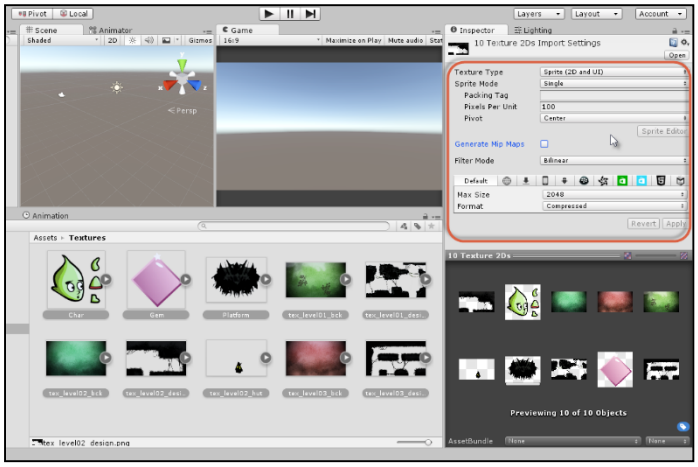

TwinStickShooter Configuration
Graphics
Input
Screen resolution
1920 x 1080
Windowed
Graphics quality
Fantastic
Select monitor
Display 1 (Left)
Play!
Quit

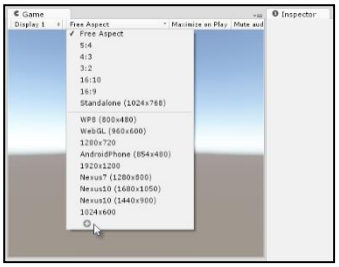
Chapter 5: Project C – a 2D Adventure

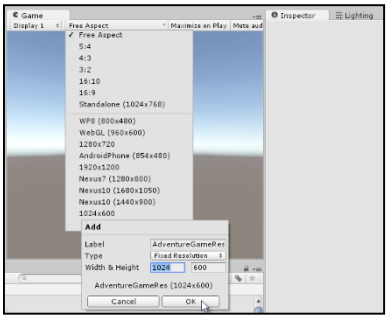


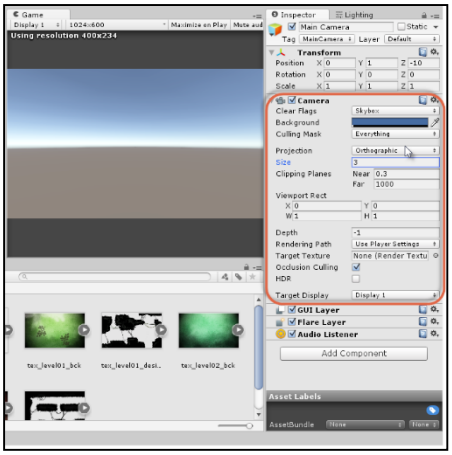


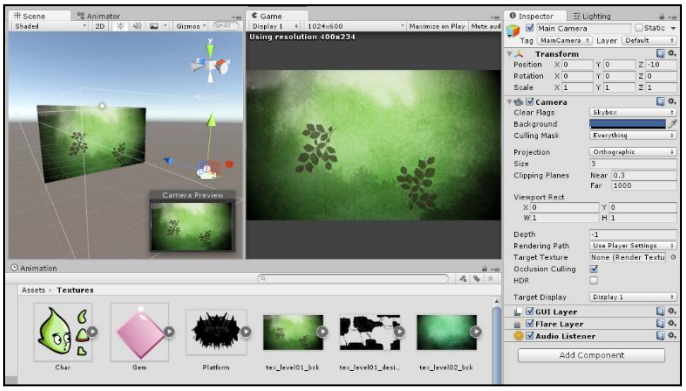


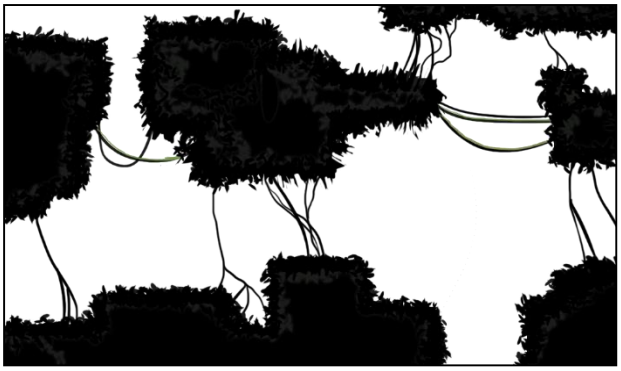


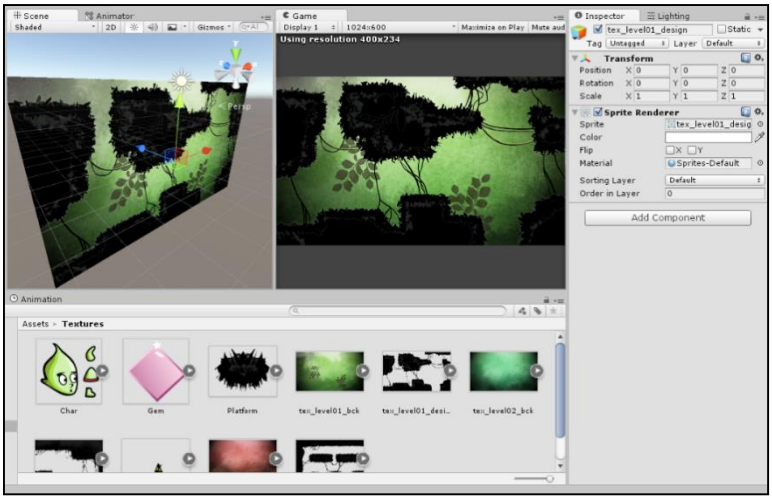


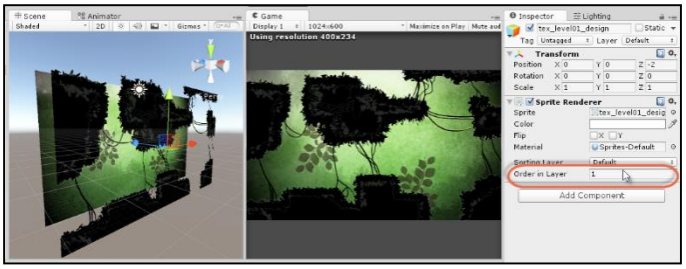


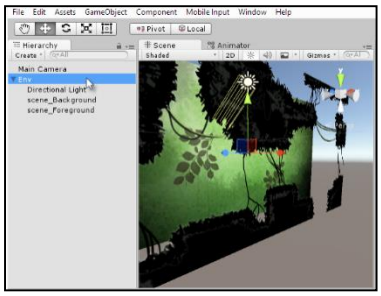


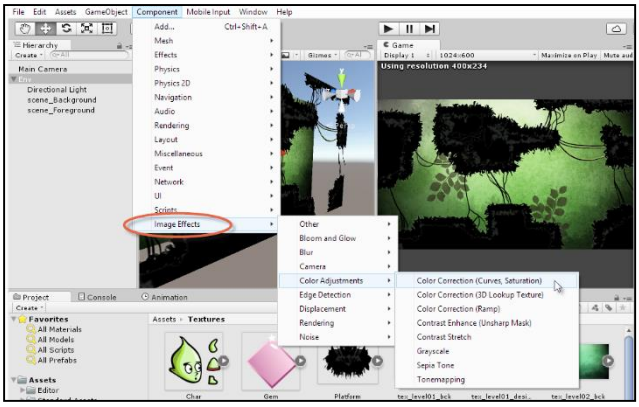

Scene
Animator
Game
Inspector
Lighting
Using resolution 400x234
Camera Preview
Animation
Assets ▸ Textures
Char
Gem
Platform
Add Component

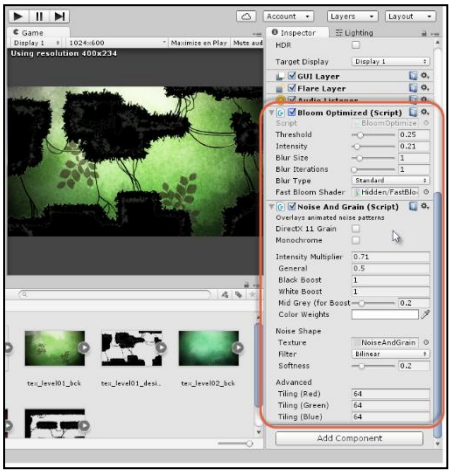


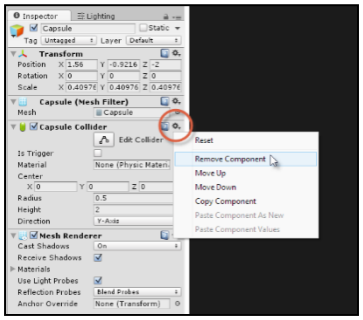

Scene
Animator
Game
Inspector
Lighting
Using resolution 400x234
Sprite Renderer
Add Component
Animation
Assets ▸ Textures
Char
Gem
Platform

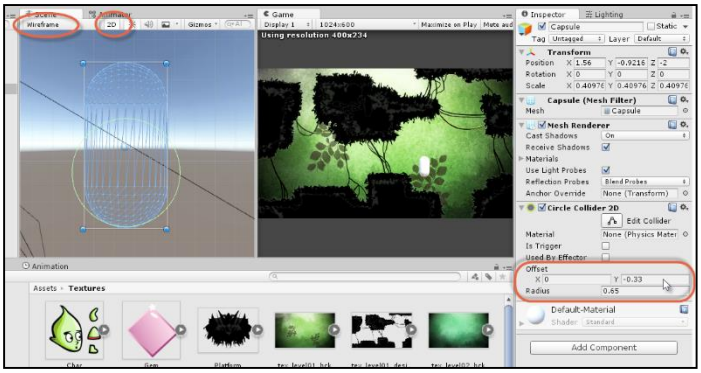

Using resolution 400x234
Add Component

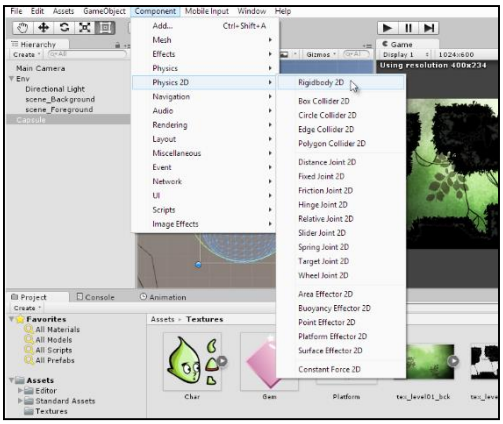

Main Camera
Directional Light
scene_Background
scene_Foreground

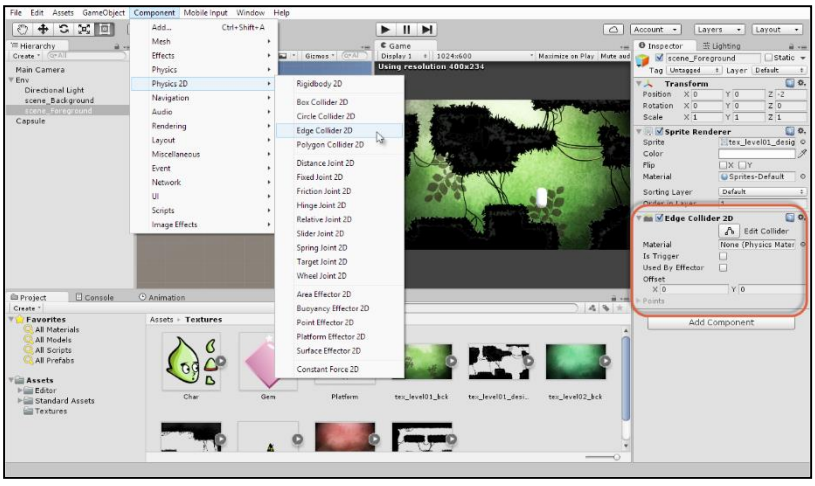

Add... Ctrl+Shift+A
Mesh
Effects
Physics
Physics 2D
Navigation
Audio
Rendering
Layout
Miscellaneous
Event
Network
UI
Scripts
Image Effects
Other
Bloom and Glow
Blur
Camera
Color Adjustments
Edge Detection
Displacement
Rendering
Noise
Color Correction (Curves, Saturation)
Color Correction (3D Lookup Texture)
Color Correction (Ramp)
Contrast Enhance (Unsharp Mask)
Contrast Stretch
Grayscale
Sepia Tone
Tonemapping
Using resolution 400x234

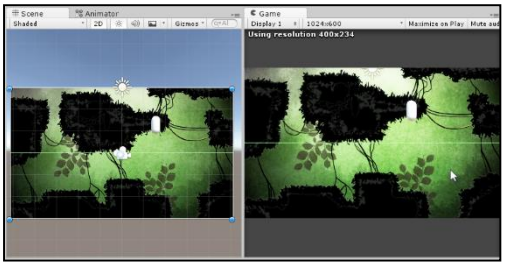

Using resolution 400x234
Bloom Optimized (Script)
Noise And Grain (Script)
Add Component

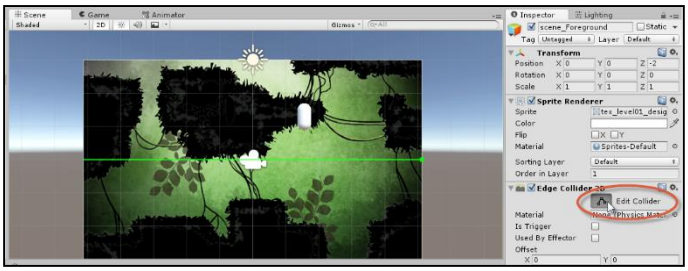

Inspector
Lighting
Capsule
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Capsule (Mesh Filter)
Mesh
Capsule
Capsule Collider
Edit Collider
Is Trigger
Material
None (Physic Materi
Center
Radius
Height
Direction
Y-Axis
Mesh Renderer
Cast Shadows
Receive Shadows
Materials
Use Light Probes
Reflection Probes
Blend Probes
Anchor Override
None (Transform)
Reset
Remove Component
Move Up
Move Down
Copy Component
Paste Component As New
Paste Component Values

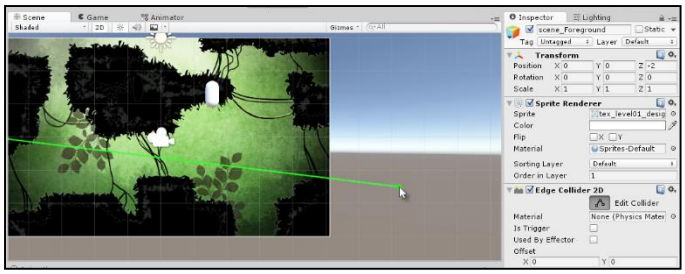

Scene
Wireframe
2D
Gizmos
Animator
Game
Display 1
1024x600
Maximize on Play
Mute audio
Using resolution 400x234
Inspector
Lighting
Capsule
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Capsule (Mesh Filter)
Mesh
Capsule
Mesh Renderer
Cast Shadows
Receive Shadows
Materials
Use Light Probes
Reflection Probes
Blend Probes
Anchor Override
None (Transform)
Circle Collider 2D
Edit Collider
Material
None (Physics Mater
Is Trigger
Used By Effector
Offset
Radius
0.65
Animation
Assets
Textures
Default-Material
Shader
Standard
Add Component

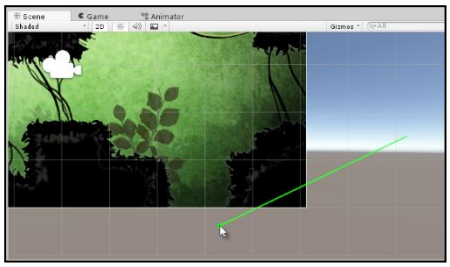

File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Add...
Ctrl+Shift+A
Mesh
Effects
Physics
Physics 2D
Navigation
Audio
Rendering
Layout
Miscellaneous
Event
Network
UI
Scripts
Image Effects
Rigidbody 2D
Box Collider 2D
Circle Collider 2D
Edge Collider 2D
Polygon Collider 2D
Distance Joint 2D
Fixed Joint 2D
Friction Joint 2D
Hinge Joint 2D
Relative Joint 2D
Slider Joint 2D
Spring Joint 2D
Target Joint 2D
Wheel Joint 2D
Area Effector 2D
Buoyancy Effector 2D
Point Effector 2D
Platform Effector 2D
Surface Effector 2D
Constant Force 2D
Hierarchy
Create
Main Camera
Env
Directional Light
scene_Background
scene_Foreground
Capsule
Project
Console
Animation
Favorites
All Materials
All Models
All Scripts
All Prefabs
Assets
Editor
Standard Assets
Textures
Char
Gem
Platform

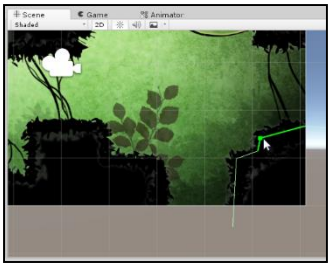

File
Edit
Assets
GameObject
Component
Mobile Input
Window
Help
Add...
Ctrl+Shift+A
Mesh
Effects
Physics
Physics 2D
Navigation
Audio
Rendering
Layout
Miscellaneous
Event
Network
UI
Scripts
Image Effects
Rigidbody 2D
Box Collider 2D
Circle Collider 2D
Edge Collider 2D
Polygon Collider 2D
Distance Joint 2D
Fixed Joint 2D
Friction Joint 2D
Hinge Joint 2D
Relative Joint 2D
Slider Joint 2D
Spring Joint 2D
Target Joint 2D
Wheel Joint 2D
Area Effector 2D
Buoyancy Effector 2D
Point Effector 2D
Platform Effector 2D
Surface Effector 2D
Constant Force 2D
Account
Layers
Layout
Game
Using resolution 400x234
Inspector
Lighting
scene_Foreground
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
Color
Flip
Material
Sprites-Default
Sorting Layer
Default
Edge Collider 2D
Edit Collider
Material
None (Physics Mater
Is Trigger
Used By Effector
Offset
Points
Add Component
Hierarchy
Create
Main Camera
Env
Directional Light
scene_Background
scene_Foreground
Capsule
Project
Console
Animation
Favorites
All Materials
All Models
All Scripts
All Prefabs
Assets
Editor
Standard Assets
Textures
Char
Gem
Platform

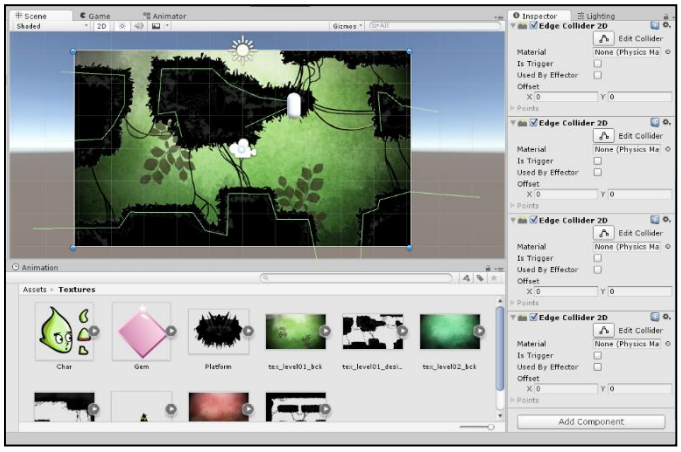

Scene
Animator
Game
Using resolution 400x234


Inspector
Lighting
Transform
Sprite Renderer
Edge Collider 2D
Edit Collider

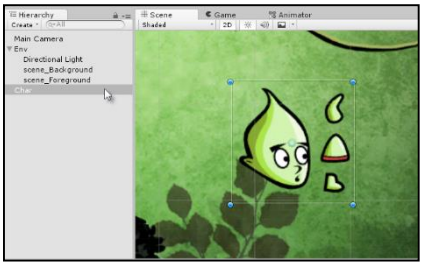

Inspector
Lighting
Transform
Sprite Renderer
Edge Collider 2D
Edit Collider

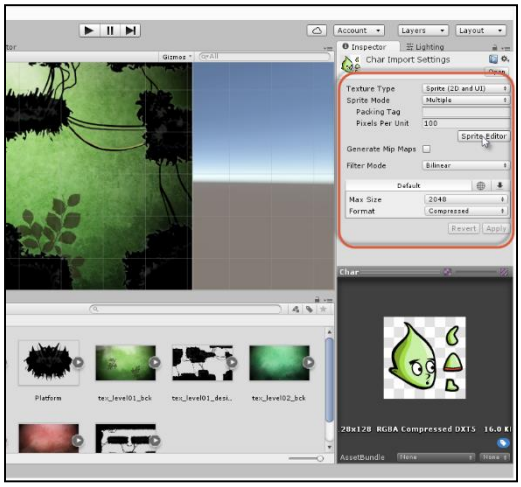


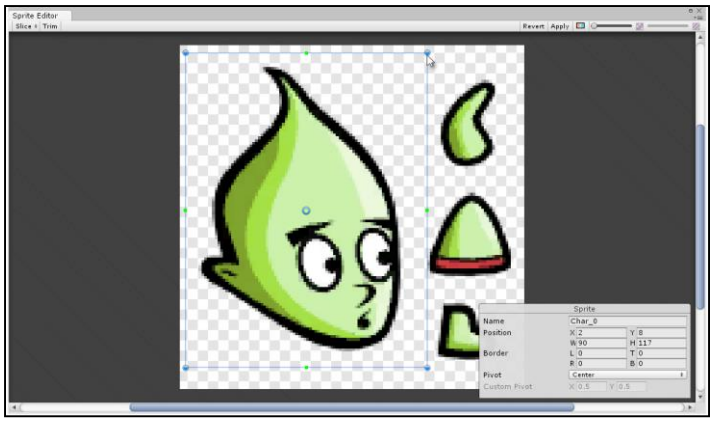


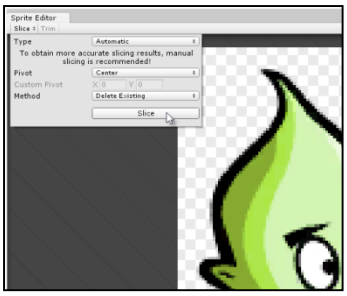

Scene
Game
Animator
Inspector
Lighting
Edge Collider 2D
Edit Collider
Material
Is Trigger
Used By Effector
Offset
Points
Animation
Assets ▸ Textures
Char
Gem
Platform
Add Component

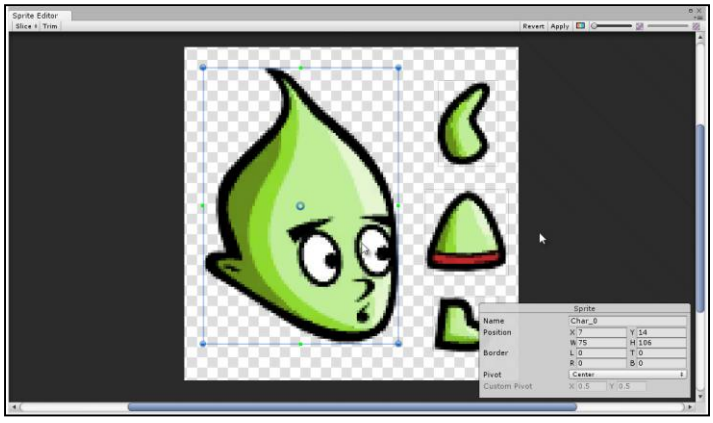
Pivot
Local
Scene
Game
Animator
Display 1
1024×600
Maximize on Play
Mute audio
Stats
Gizmos

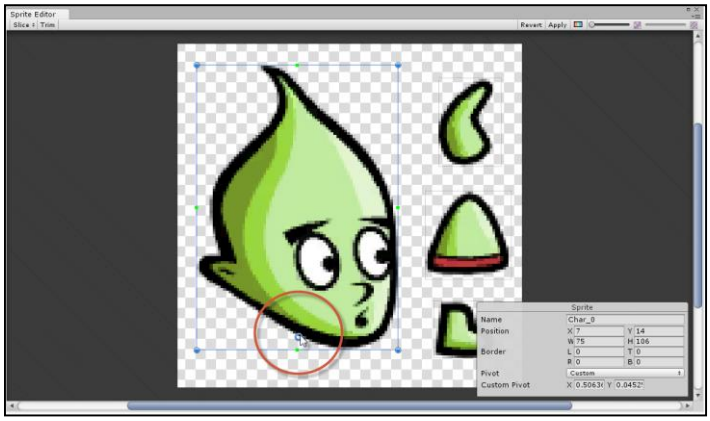

Hierarchy
Create
Main Camera
Directional Light
scene_Background
scene_Foreground
Scene
Game
Animator
Shaded
2D

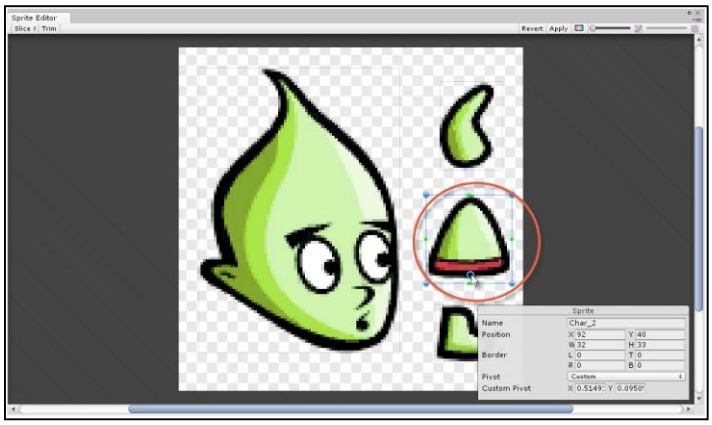

Account
Layers
Layout
Inspector
Lighting
Char Import Settings
Texture Type
Sprite (2D and UI)
Sprite Mode
Multiple
Packing Tag
Pixels Per Unit
100
Sprite Editor
Generate Mip Maps
Filter Mode
Bilinear
Default
Max Size
2048
Format
Compressed
Revert
Apply
Char
Platform
tex_level01_bck
tex_level01_desi..
tex_level02_bck
128x128 RGBA Compressed DXT5 16.0 K
AssetBundle
None


Sprite Editor
Slice
Trim
Revert
Apply
Sprite
Name
Char_0
Position
X 2
Y 8
W 90
H 117
Border
L 0
T 0
R 0
B 0
Pivot
Center
Custom Pivot
X 0.5
Y 0.5


Sprite Editor
Slice
Trim
Type
Automatic
To obtain more accurate slicing results, manual slicing is recommended!
Pivot
Center
Custom Pivot
X 0
Y 0
Method
Delete Existing
Slice


Sprite Editor
Slice
Trim
Revert
Apply
Sprite
Name
Char_0
Position
X 7
Y 14
W 75
H 106
Border
L 0
T 0
R 0
B 0
Pivot
Center
Custom Pivot
X 0.5
Y 0.5

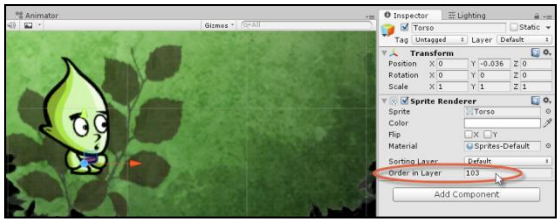

Sprite Editor
Slice
Trim
Revert
Apply
Sprite
Name
Char_0
Position
Border
Pivot
Custom Pivot

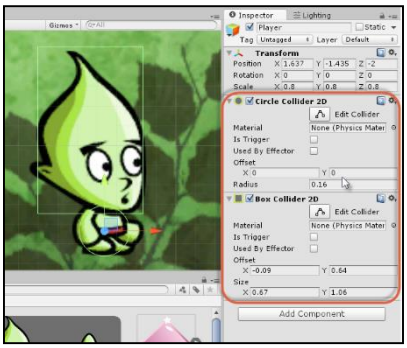

Sprite Editor
Slice
Trim
Revert
Apply
Sprite
Name
Char_2
Position
Border
Pivot
Custom Pivot

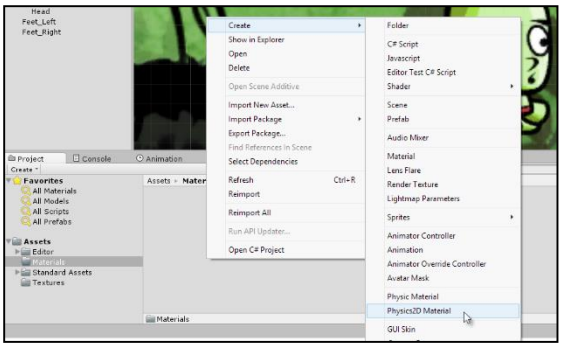
Project
Console
Animation
Create
Favorites
All Materials
All Models
All Scripts
All Prefabs
Assets
Editor
Standard Assets
Textures
Assets ▸ Textures
Char
Arm
Feet
Head
Torso
Gem
Platform

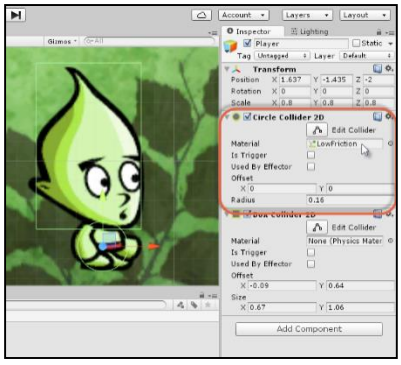
Hierarchy
Scene
Game
Animator
Main Camera
Env
Player
Project
Console
Animation
Favorites
All Materials
All Models
All Scripts
All Prefabs
Assets
Editor
Standard Assets
Textures
Assets ▸ Textures
Char
Arm
Feet
Head
Torso

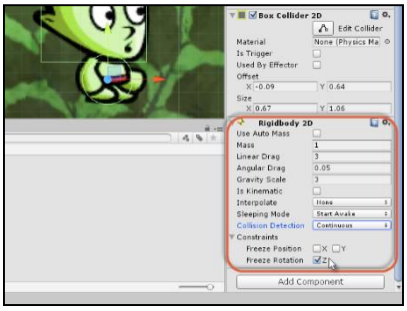
Hierarchy
Create
Main Camera
Env
Player
Torso
Arm_Right
Arm_Left
Head
Feet_Left
Feet_Right
Scene
Game
Animator
Shaded
2D

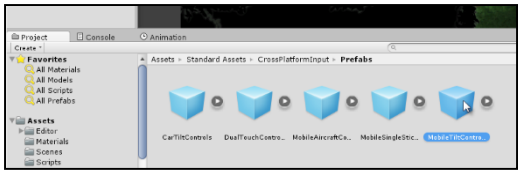

Animator
Gizmos
Inspector
Lighting
Torso
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
Color
Flip
Material
Sprites-Default
Sorting Layer
Order in Layer
103
Add Component

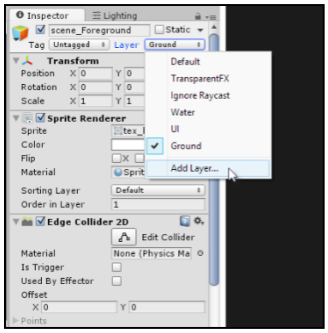

Inspector
Lighting
Player
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Circle Collider 2D
Edit Collider
Material
Is Trigger
Used By Effector
Offset
Radius
0.16
Box Collider 2D
Edit Collider
Material
Is Trigger
Used By Effector
Offset
Size
Add Component

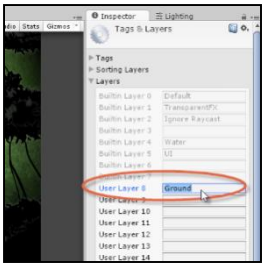

Head
Feet_Left
Feet_Right
Create
Show in Explorer
Open
Delete
Open Scene Additive
Import New Asset...
Import Package
Export Package...
Find References In Scene
Select Dependencies
Refresh
Ctrl+R
Reimport
Reimport All
Run API Updater...
Open C# Project
Folder
C# Script
Javascript
Editor Test C# Script
Shader
Scene
Prefab
Audio Mixer
Material
Lens Flare
Render Texture
Lightmap Parameters
Sprites
Animator Controller
Animation
Animator Override Controller
Avatar Mask
Physic Material
Physics2D Material
GUI Skin
Project
Console
Animation
Favorites
All Materials
All Models
All Scripts
All Prefabs
Assets
Editor
Standard Assets
Textures
Materials

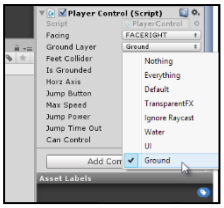

Account
Layers
Layout
Inspector
Lighting
Player
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Circle Collider 2D
Edit Collider
Material
LowFriction
Is Trigger
Used By Effector
Offset
Radius
0.16
Box Collider 2D
Edit Collider
Material
Is Trigger
Used By Effector
Offset
Size
Add Component

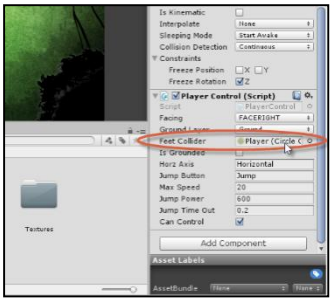

Box Collider 2D
Edit Collider
Material
Is Trigger
Used By Effector
Offset
Size
Rigidbody 2D
Use Auto Mass
Mass
Linear Drag
Angular Drag
Gravity Scale
Is Kinematic
Interpolate
Sleeping Mode
Collision Detection
Constraints
Freeze Position
Freeze Rotation
Add Component

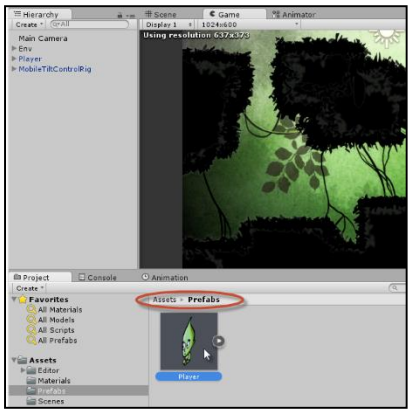

Project
Console
Animation
Favorites
All Materials
All Models
All Scripts
All Prefabs
Assets
Editor
Materials
Scenes
Scripts
Assets ▸ Standard Assets ▸ CrossPlatformInput ▸ Prefabs

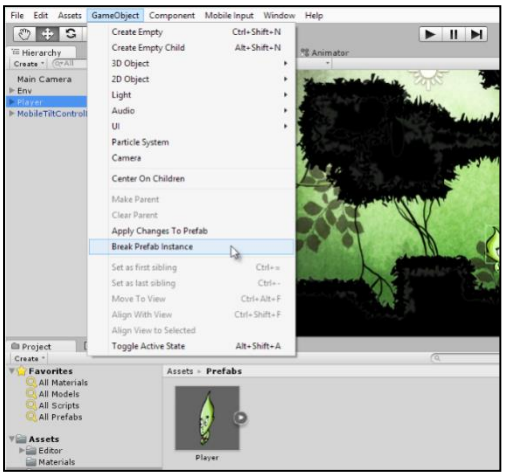

Inspector
Lighting
scene_Foreground
Static
Tag
Layer
Ground
Transform
Position
Rotation
Scale
Sprite Renderer
Sprite
Color
Flip
Material
Sorting Layer
Order in Layer
Edge Collider 2D
Edit Collider
Material
Is Trigger
Used By Effector
Offset
Default
TransparentFX
Ignore Raycast
Water
UI
Ground
Add Layer...

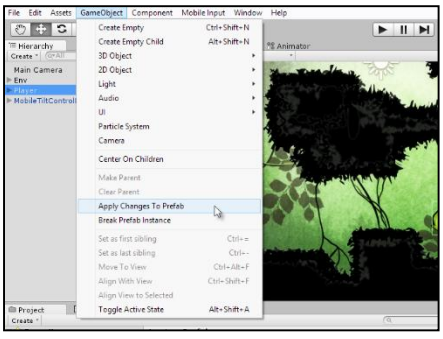

Inspector
Lighting
Tags & Layers
Tags
Sorting Layers
Layers
User Layer 6
Ground

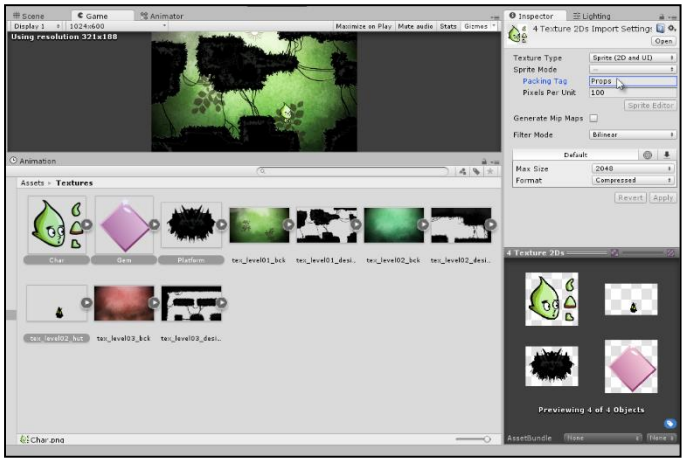

Player Control (Script)
Facing
FACERIGHT
Ground Layer
Ground
Feet Collider
Is Grounded
Horz Axis
Jump Button
Max Speed
Jump Power
Jump Time Out
Can Control
Nothing
Everything
Default
TransparentFX
Ignore Raycast
Water
UI
Ground
Asset Labels

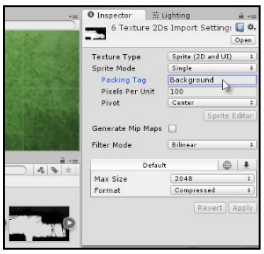

Is Kinematic
Interpolate
Sleeping Mode
Collision Detection
Constraints
Freeze Position
Freeze Rotation
Player Control (Script)
Facing
FACERIGHT
Feet Collider
Is Grounded
Horz Axis
Horizontal
Jump Button
Jump
Max Speed
20
Jump Power
600
Jump Time Out
0.2
Can Control
Add Component
Asset Labels
AssetBundle

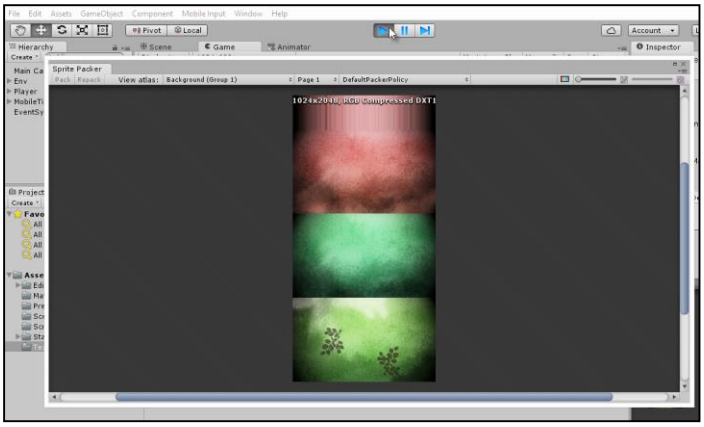

Hierarchy
Main Camera
Env
Player
MobileTiltControlRig
Project
Console
Animation
Favorites
All Materials
All Models
All Scripts
All Prefabs
Assets
Editor
Materials
Prefabs
Scenes
Assets ▸ Prefabs
Player


File Edit Assets GameObject Component Mobile Input Window Help
Create Empty Ctrl+Shift+N
Create Empty Child Alt+Shift+N
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
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
Hierarchy
Main Camera
Env
Player
Animator
Project
Favorites
All Materials
All Models
All Scripts
All Prefabs
Assets
Editor
Materials
Assets ▸ Prefabs
Player

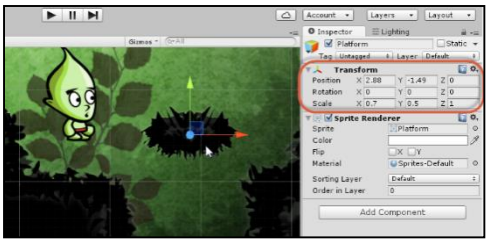

File Edit Assets GameObject Component Mobile Input Window Help
Create Empty Ctrl+Shift+N
Create Empty Child Alt+Shift+N
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
Set as first sibling Ctrl+=
Set as 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
Hierarchy
Main Camera
Env
Player
Animator
Project

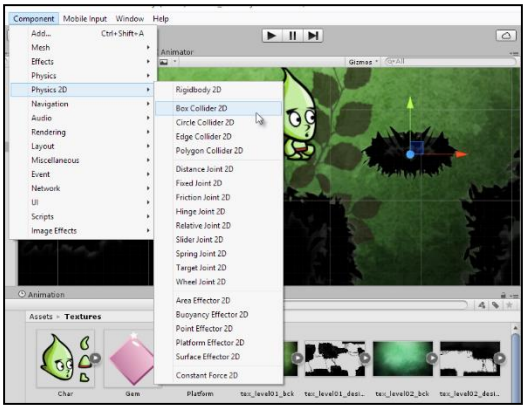

Using resolution 321x188
Assets ▸ Textures
Char
Gem
Platform
4 Texture 2Ds Import Setting:
Texture Type
Sprite Mode
Packing Tag
Props
Pixels Per Unit
100
Generate Mip Maps
Filter Mode
Bilinear
Max Size
2048
Format
Compressed
Revert
Apply
Previewing 4 of 4 Objects

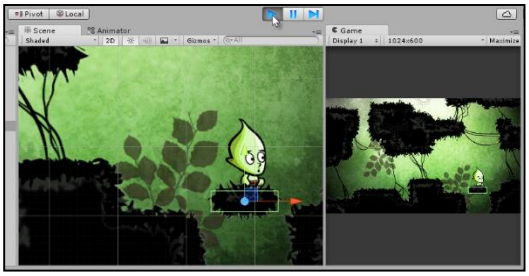

6 Texture 2Ds Import Setting:
Texture Type
Sprite Mode
Single
Packing Tag
Background
Pixels Per Unit
100
Pivot
Center
Generate Mip Maps
Filter Mode
Bilinear
Max Size
2048
Format
Compressed
Revert
Apply

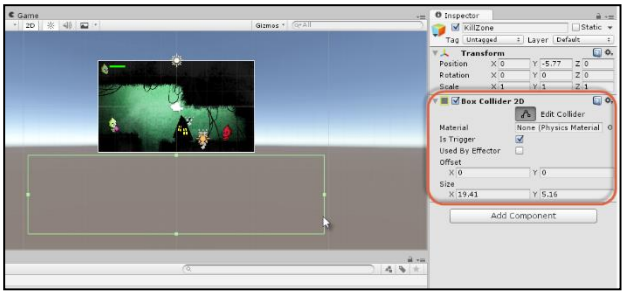

Sprite Packer
View atlas:
Background (Group 1)
Page 1
DefaultPackerPolicy
1024x2048, RGB Compressed DXT1

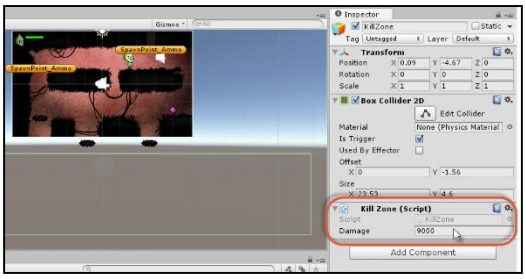
Chapter 6: Continuing the 2D Adventure

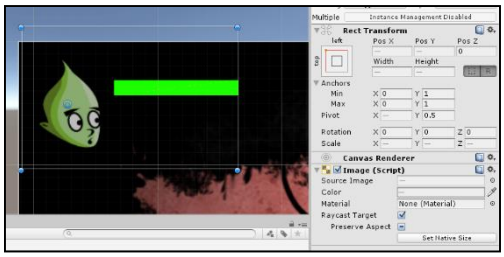


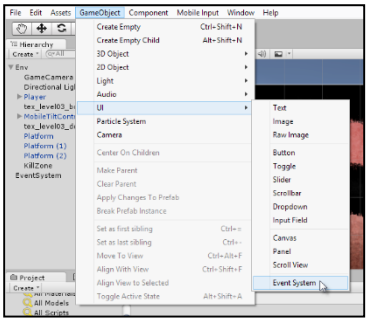


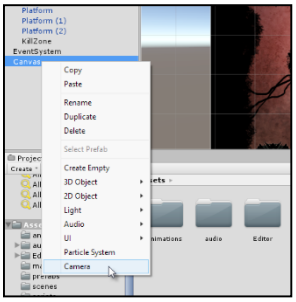


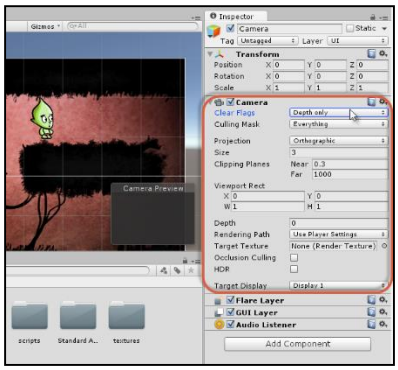

Game
Gizmos
Inspector
KillZone
Tag Untagged
Layer Default
Transform
Position X 0 Y -5.77 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Box Collider 2D
Edit Collider
Material None (Physics Material)
Is Trigger
Used By Effector
Offset
X 0 Y 0
Size
X 19.41 Y 5.16
Add Component

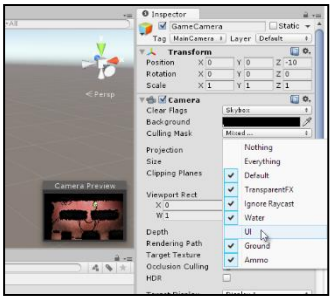

Gizmos
SpawnPoint_Ammo
Inspector
KillZone
Tag Untagged
Layer Default
Transform
Position X 0.09 Y -4.67 Z 0
Rotation X 0 Y 0 Z 0
Scale X 1 Y 1 Z 1
Box Collider 2D
Edit Collider
Material None (Physics Material)
Is Trigger
Used By Effector
Offset
X 0 Y -1.56
Size
Kill Zone (Script)
Damage 9000
Add Component

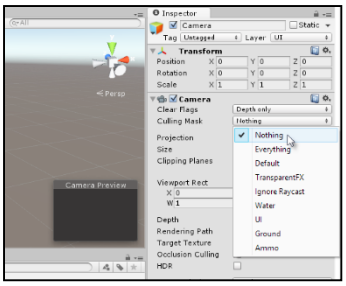

Multiple
Instance Management Disabled
Rect Transform
left
Pos X
Pos Y
Pos Z
Width
Height
Anchors
Min X 0 Y 1
Max X 0 Y 1
Pivot X Y 0.5
Rotation X 0 Y 0 Z 0
Scale X Y Z
Canvas Renderer
Image (Script)
Source Image
Color
Material None (Material)
Raycast Target
Preserve Aspect
Set Native Size

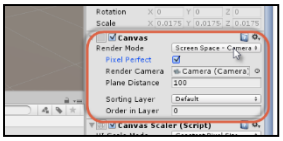

File Edit Assets GameObject Component Mobile Input Window Help
Create Empty Ctrl+Shift+N
Create Empty Child Alt+Shift+N
3D Object
2D Object
Light
Audio
UI
Particle System
Camera
Center On Children
Make Parent
Clear Parent
Apply Changes To Prefab
Break Prefab Instance
Set as first sibling Ctrl++
Set as 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
Text
Image
Raw Image
Button
Toggle
Slider
Scrollbar
Dropdown
Input Field
Canvas
Panel
Scroll View
Event System

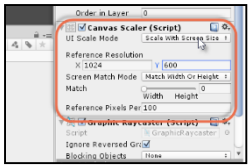

Platform
Platform (1)
Platform (2)
KillZone
EventSystem
Canvas
Copy
Paste
Rename
Duplicate
Delete
Select Prefab
Create Empty
3D Object
2D Object
Light
Audio
UI
Particle System
Camera

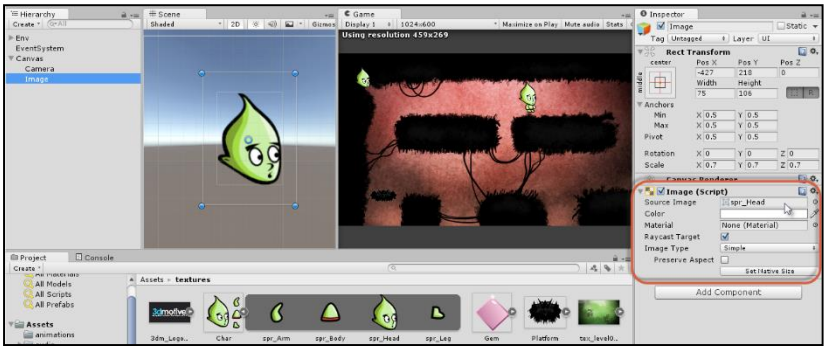

Inspector
Camera
Transform
Position
Rotation
Scale
Camera
Clear Flags
Depth only
Culling Mask
Everything
Projection
Orthographic
Size
Clipping Planes
Near
Far
Viewport Rect
Depth
Rendering Path
Use Player Settings
Target Texture
None (Render Texture)
Occlusion Culling
HDR
Target Display
Display 1
Flare Layer
GUI Layer
Audio Listener
Add Component
Camera Preview

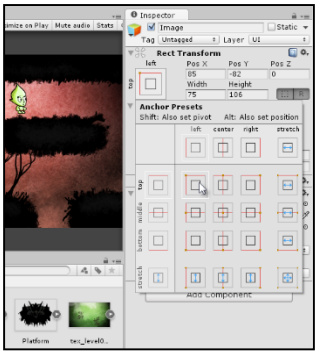

Inspector
GameCamera
Transform
Camera
Clear Flags
Skybox
Background
Culling Mask
Mixed...
Nothing
Everything
Default
TransparentFX
Ignore Raycast
Water
UI
Ground
Ammo
Projection
Size
Clipping Planes
Viewport Rect
Depth
Rendering Path
Target Texture
Occlusion Culling
HDR
Camera Preview

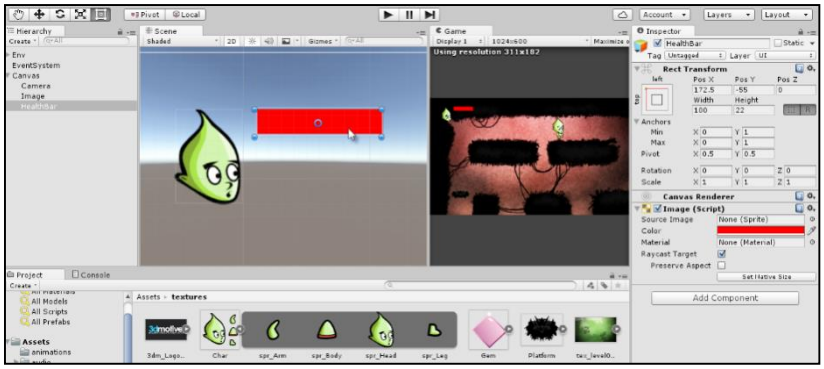

Inspector
Camera
Transform
Camera
Clear Flags
Depth only
Culling Mask
Nothing
Everything
Default
TransparentFX
Ignore Raycast
Water
UI
Ground
Ammo
Projection
Size
Clipping Planes
Viewport Rect
Depth
Rendering Path
Target Texture
Occlusion Culling
HDR
Camera Preview

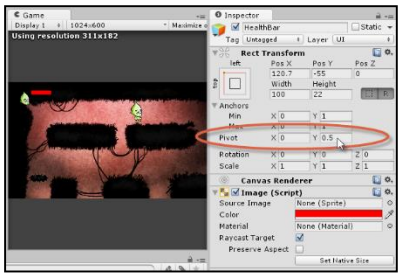

Canvas
Render Mode
Screen Space - Camera
Pixel Perfect
Render Camera
Plane Distance
100
Sorting Layer
Default
Order in Layer
0
Canvas Scaler (Script)

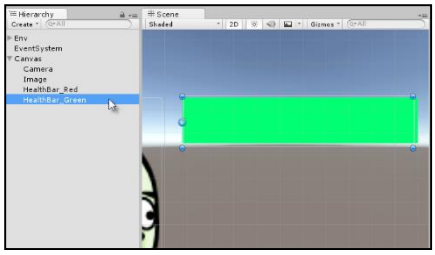

Order in Layer
Canvas Scaler (Script)
UI Scale Mode
Reference Resolution
X 1024
Y 600
Screen Match Mode
Match Width Or Height
Match
Width
Height
Reference Pixels Per Unit 100
Ignore Reversed Gra
Blocking Objects
None

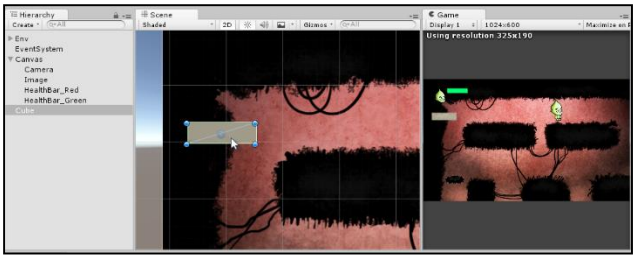


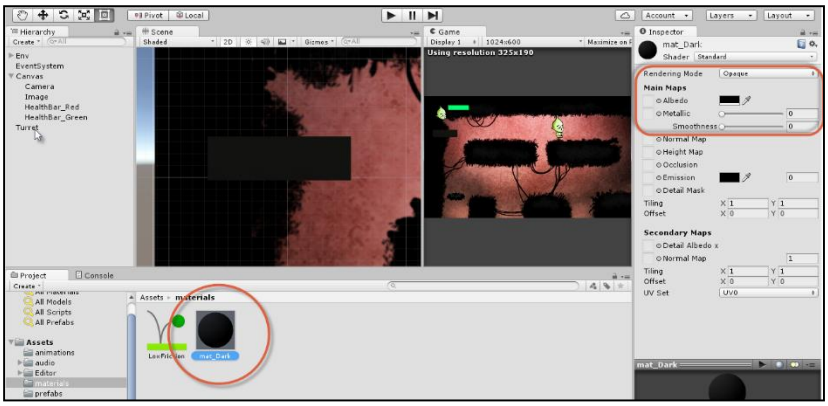


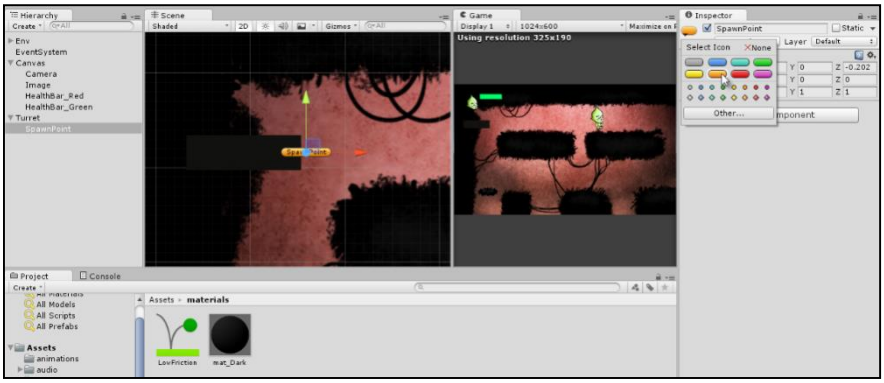


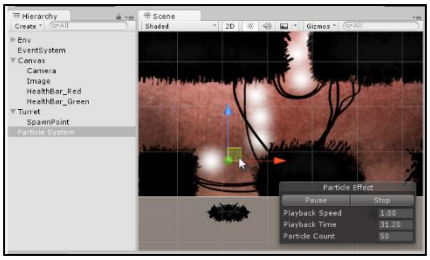


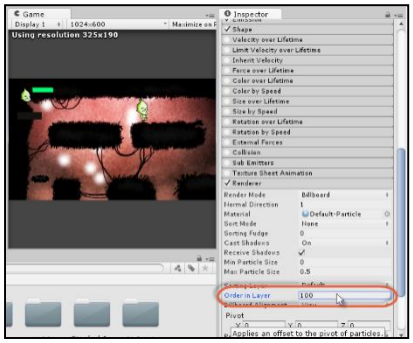



Hierarchy
Scene
Game
Using resolution 325x190
Env
EventSystem
Canvas
Camera
Image
HealthBar_Red
HealthBar_Green
Cube

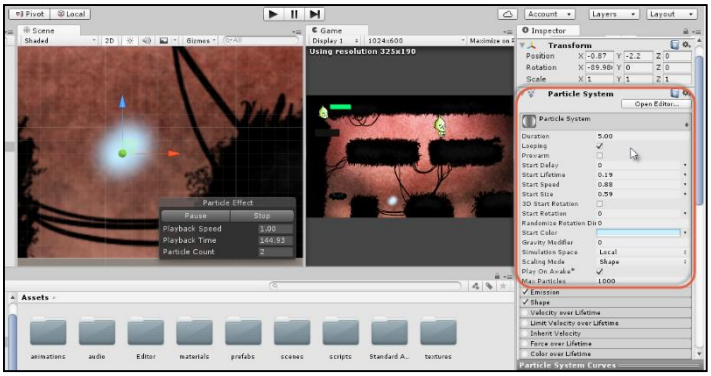

Hierarchy
Scene
Game
Inspector
Using resolution 325x190
Turret
mat_Dark
Project
Console
Assets
materials
All Models
All Scripts
All Prefabs
animations
audio
Editor
prefabs

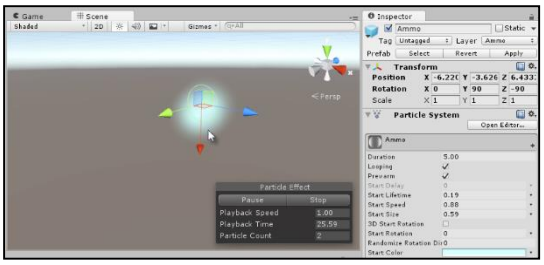

Hierarchy
Scene
Game
Inspector
Using resolution 325x190
SpawnPoint
Turret
Project
Console
Assets
materials
All Models
All Scripts
All Prefabs
animations
audio
LowFriction
mat_Dark

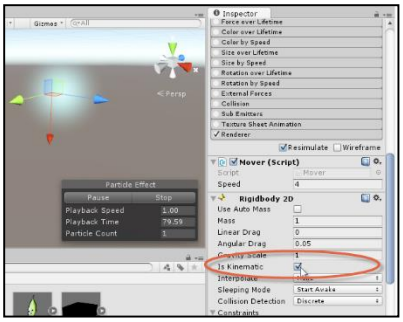

Hierarchy
Scene
Env
EventSystem
Canvas
Camera
Image
HealthBar_Red
HealthBar_Green
Turret
SpawnPoint
Particle System
Particle Effect
Pause
Stop
Playback Speed
Playback Time
Particle Count

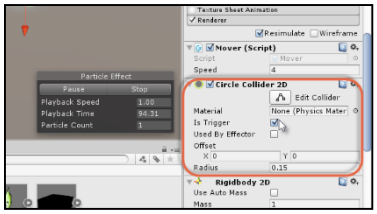

Using resolution 325x190
Order in Layer
100

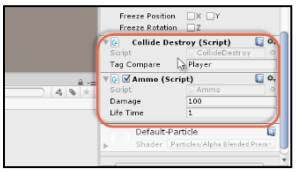
Using resolution 325x190
Particle Effect
Pause
Stop
Playback Speed
Playback Time
Particle Count

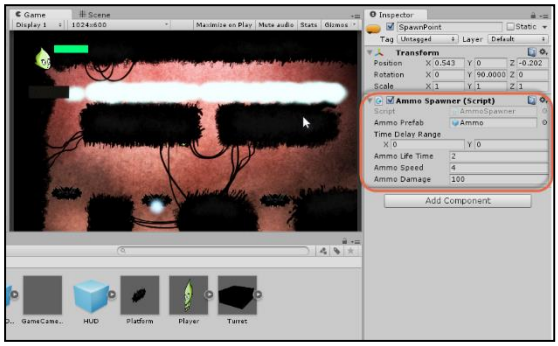

Using resolution 325x190
Particle Effect
Pause
Stop
Playback Speed
Playback Time
Particle Count
Assets

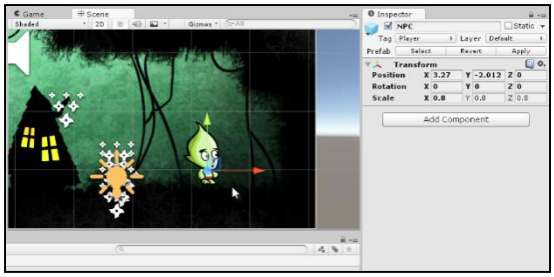

Particle Effect
Pause
Stop
Playback Speed
Playback Time
Particle Count

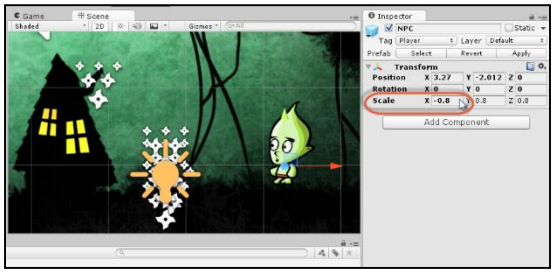

Inspector
Particle Effect
Pause
Stop
Playback Speed
Playback Time
Particle Count
Mover (Script)
Rigidbody 2D
Is Kinematic

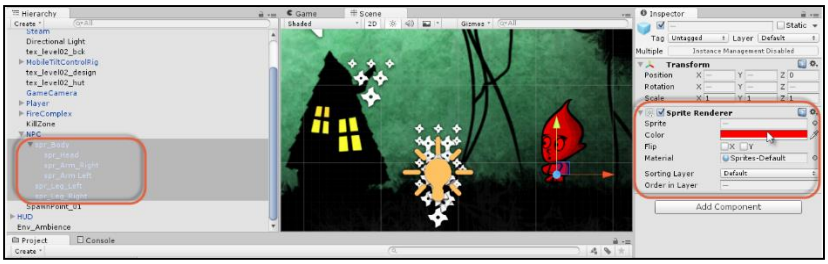

Particle Effect
Pause
Stop
Playback Speed
Playback Time
Particle Count
Mover (Script)
Circle Collider 2D
Edit Collider
Is Trigger
Rigidbody 2D

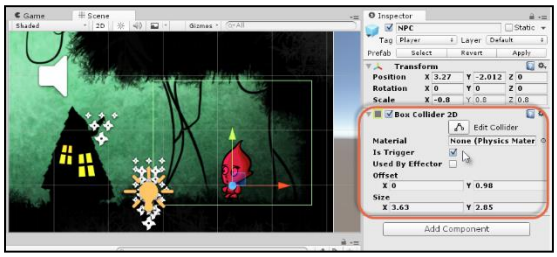

Collide Destroy (Script)
Tag Compare
Player
Ammo (Script)
Damage
Life Time
Default-Particle

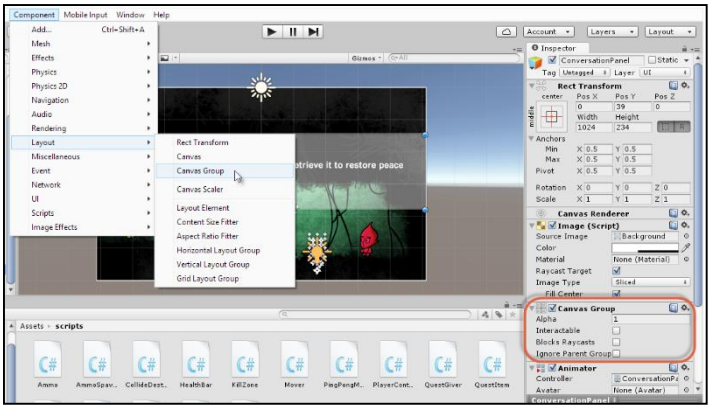

Game
Scene
Inspector
SpawnPoint
Transform
Ammo Spawner (Script)
Ammo Prefab
Time Delay Range
Ammo Life Time
Ammo Speed
Ammo Damage
Add Component
GameCame..
HUD
Platform
Player
Turret

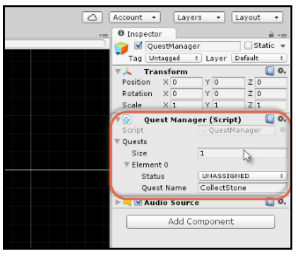

Game
Scene
Inspector
NPC
Transform
Position
Rotation
Scale
Add Component

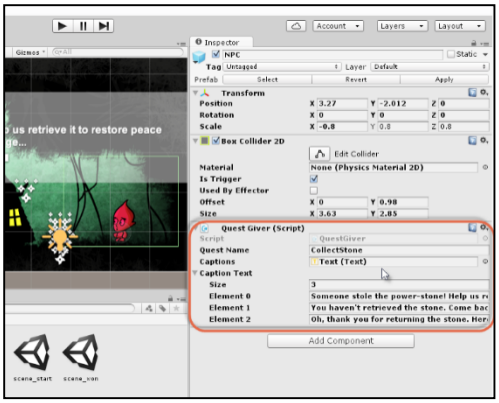


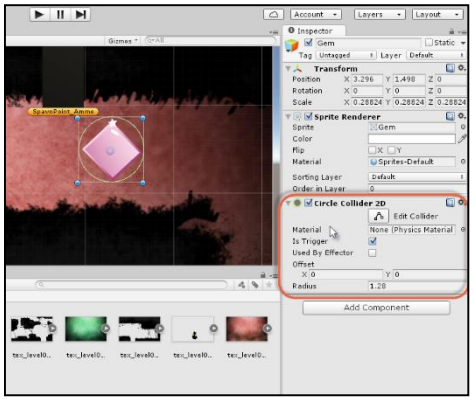


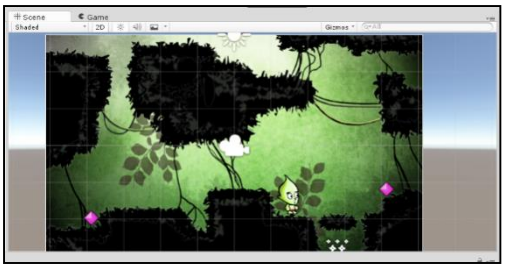




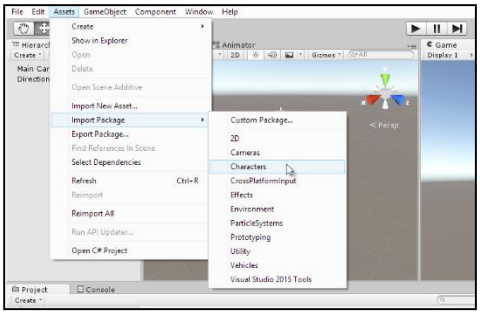


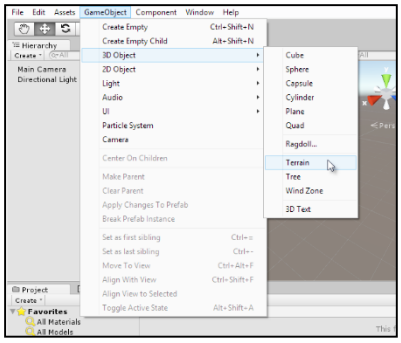

Inspector
NPC
Transform
Box Collider 2D
Quest Giver (Script)
Add Component

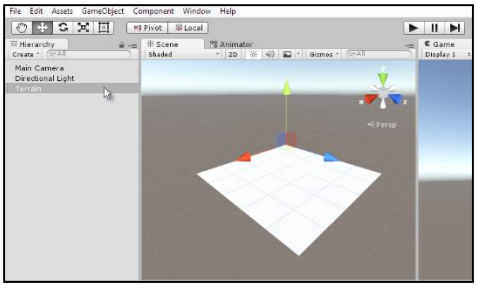

Inspector
Gem
Transform
Sprite Renderer
Circle Collider 2D
Add Component

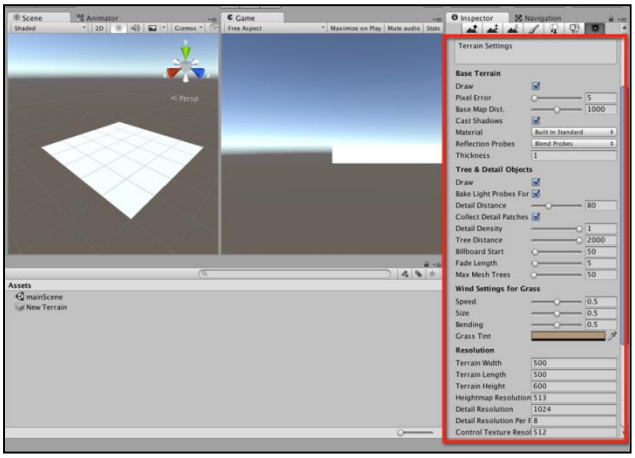

Scene
Game

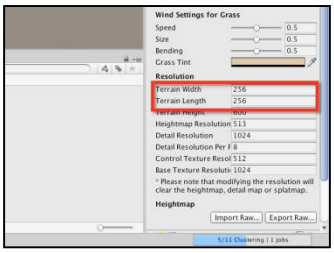
Chapter 7: Project D – Intelligent Enemies

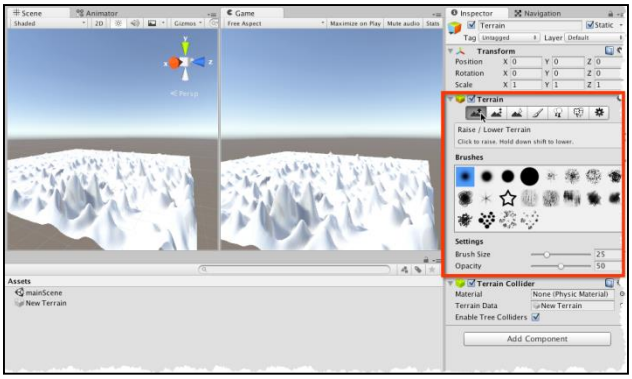


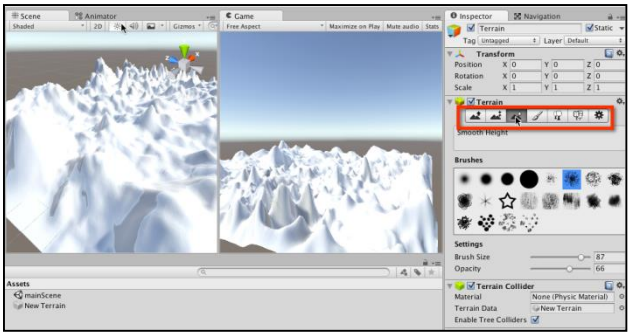


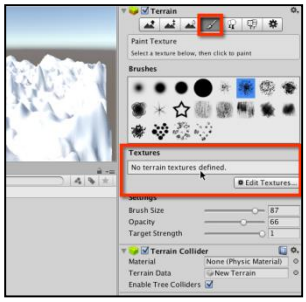


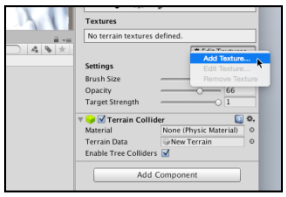

Terrain Settings
Base Terrain
Tree & Detail Objects
Wind Settings for Grass
Resolution
Terrain Width
Terrain Length
Terrain Height
Heightmap Resolution
Detail Resolution
Assets
mainScene
New Terrain

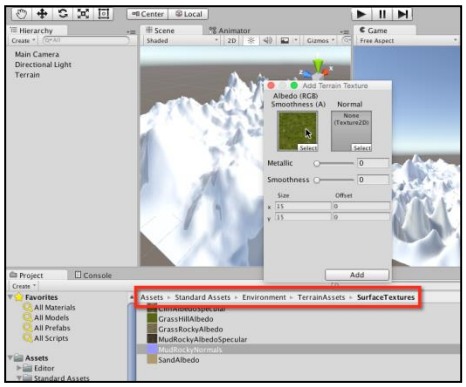

Wind Settings for Grass
Resolution
Terrain Width 256
Terrain Length 256
Heightmap Resolution 513
Detail Resolution 1024
Heightmap
Import Raw...
Export Raw...

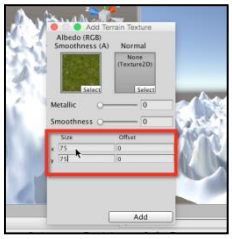

Terrain
Transform
Raise / Lower Terrain
Brushes
Settings
Terrain Collider
Add Component
Assets
mainScene
New Terrain

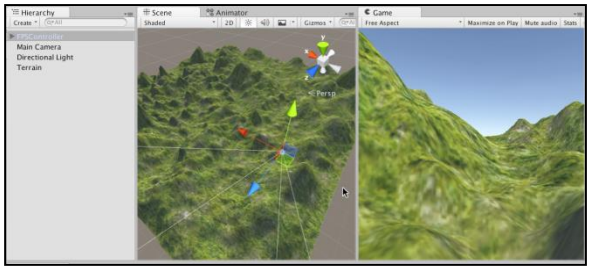

Terrain
Transform
Brushes
Settings
Terrain Collider
Assets
mainScene
New Terrain

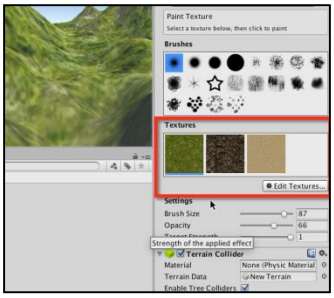

Terrain
Paint Texture
Select a texture below, then click to paint
Brushes
Textures
No terrain textures defined.
Edit Textures...
Brush Size
87
Opacity
66
Target Strength
1
Terrain Collider
Material
None (Physic Material)
Terrain Data
New Terrain
Enable Tree Colliders


Textures
No terrain textures defined.
Add Texture...
Edit Texture...
Remove Texture
Settings
Brush Size
Opacity
66
Target Strength
1
Terrain Collider
Material
None (Physic Material)
Terrain Data
New Terrain
Enable Tree Colliders
Add Component

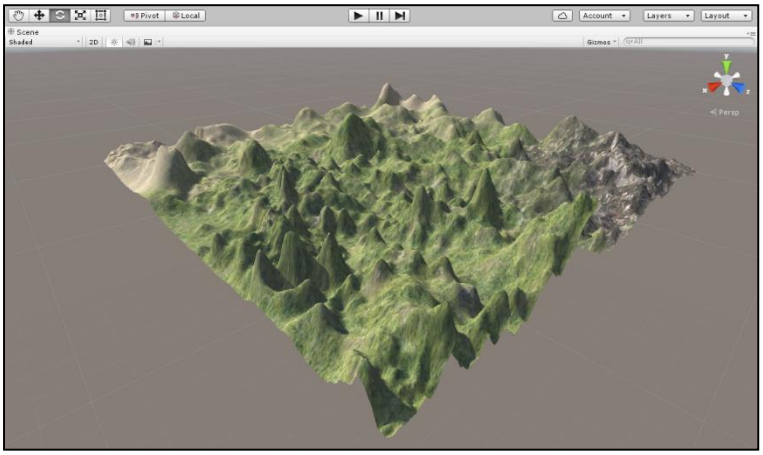

Hierarchy
Main Camera
Directional Light
Terrain
Scene
Animator
Game
Add Terrain Texture
Albedo (RGB)
Smoothness (A)
Normal
Metallic
Smoothness
Size
Offset
Add
Project
Console
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
Editor
Standard Assets
Assets ▸ Standard Assets ▸ Environment ▸ TerrainAssets ▸ SurfaceTextures
GrassHillAlbedo
GrassRockyAlbedo
MudRockyAlbedoSpecular
SandAlbedo

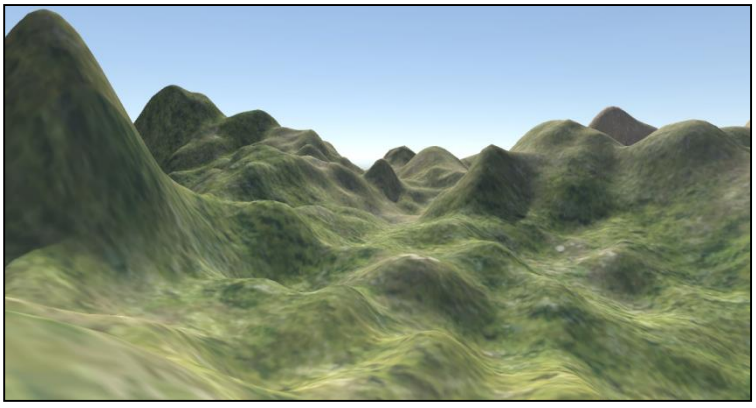

Add Terrain Texture
Albedo (RGB)
Smoothness (A)
Normal
Metallic
Smoothness
Size
Offset
Add

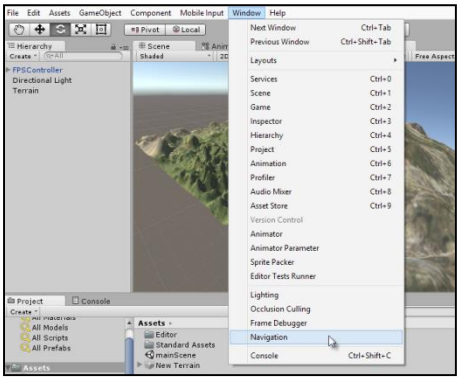

Hierarchy
Scene
Animator
Game
Main Camera
Directional Light
Terrain
Persp

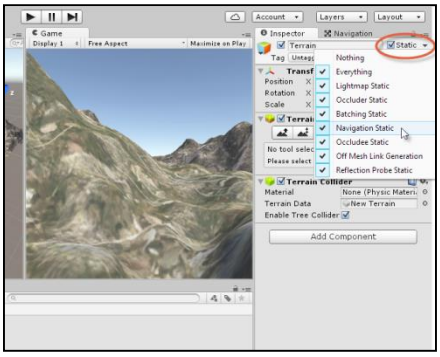

Paint Texture
Select a texture below, then click to paint
Brushes
Textures
Edit Textures...
Settings
Brush Size
87
Opacity
66
Strength of the applied effect
Terrain Collider
Material
None (Physic Material)
Terrain Data
New Terrain
Enable Tree Colliders

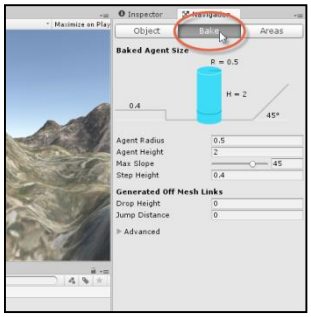
Scene
Animator
Game
Inspector
Navigation
Terrain
Transform
Position
Rotation
Scale
Paint Texture
Brushes
Textures
Edit Textures...
Settings
Brush Size
Opacity
Target Strength
Terrain Collider
Material
Terrain Data
Enable Tree Colliders
Assets ▸ Standard Assets ▸ Environment ▸ TerrainAssets ▸ SurfaceTextures
CliffAlbedoSpecular
GrassHillAlbedo
GrassRockyAlbedo
MudRockyAlbedoSpecular
MudRockyNormals
SandAlbedo

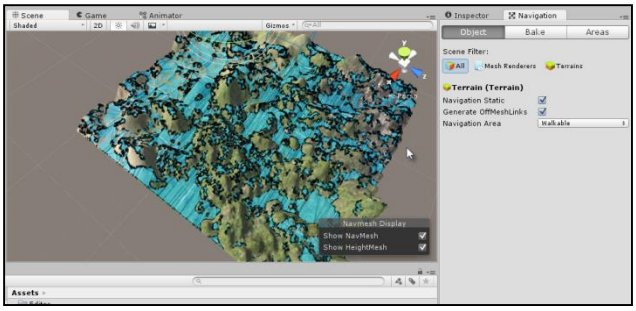

Pivot
Local
Account
Layers
Layout
Scene
Persp

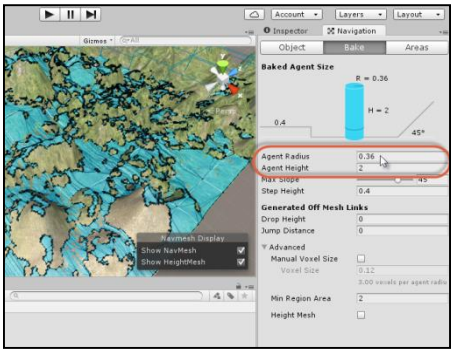


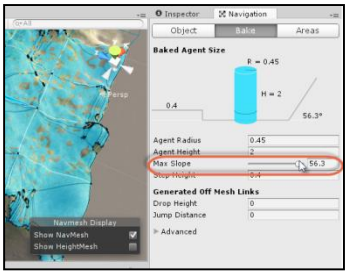

File Edit Assets GameObject Component Mobile Input Window Help
Next Window Ctrl+Tab
Previous Window Ctrl+Shift+Tab
Layouts
Services Ctrl+0
Scene Ctrl+1
Game Ctrl+2
Inspector Ctrl+3
Hierarchy Ctrl+4
Project Ctrl+5
Animation Ctrl+6
Profiler Ctrl+7
Audio Mixer Ctrl+8
Asset Store Ctrl+9
Version Control
Animator
Animator Parameter
Sprite Packer
Editor Tests Runner
Lighting
Occlusion Culling
Frame Debugger
Navigation
Console Ctrl+Shift+C
FPSController
Directional Light
Terrain

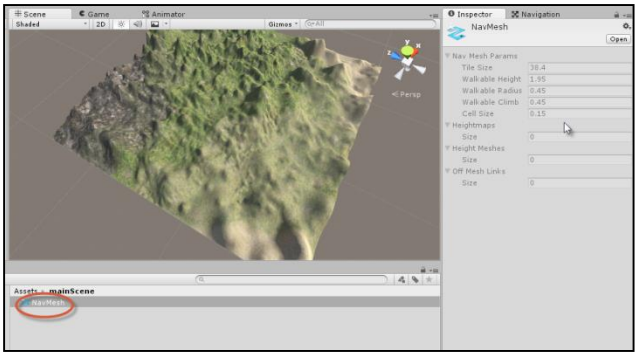

Inspector
Navigation
Static
Everything
Lightmap Static
Occluder Static
Batching Static
Navigation Static
Occludee Static
Off Mesh Link Generation
Reflection Probe Static
Terrain Collider
Add Component


Inspector
Object
Bake
Areas
Baked Agent Size
Agent Radius
Agent Height
Max Slope
Step Height
Generated Off Mesh Links
Drop Height
Jump Distance
Advanced

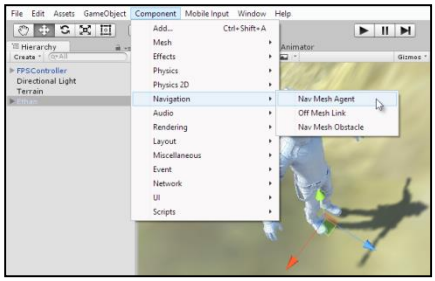

Scene
Game
Animator
Inspector
Navigation
Object
Bake
Areas
Scene Filter:
Terrain (Terrain)
Navigation Static
Generate OffMeshLinks
Navigation Area
Navmesh Display
Show NavMesh
Show HeightMesh
Assets

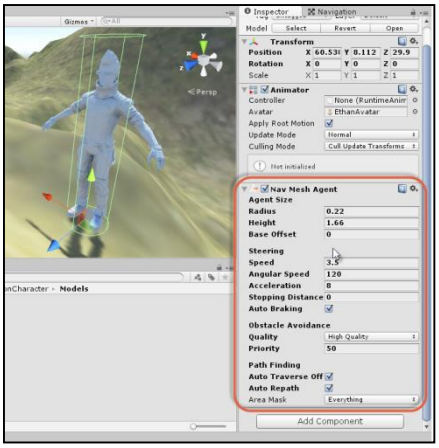

Inspector
Navigation
Object
Bake
Areas
Baked Agent Size
R = 0.36
H = 2
0.4
45°
Agent Radius
0.36
Agent Height
2
Max Slope
45
Step Height
0.4
Generated Off Mesh Links
Drop Height
Jump Distance
Advanced
Manual Voxel Size
Min Region Area
Height Mesh
Navmesh Display
Show NavMesh
Show HeightMesh

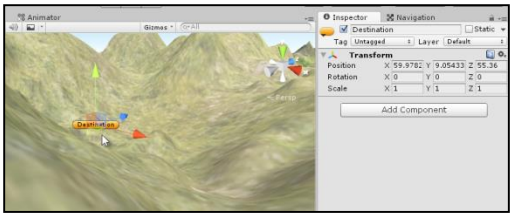

Inspector
Navigation
Object
Bake
Areas
Baked Agent Size
R = 0.45
H = 2
0.4
56.3°
Agent Radius
0.45
Agent Height
2
Max Slope
56.3
Generated Off Mesh Links
Drop Height
Jump Distance
Advanced
Navmesh Display
Show NavMesh
Show HeightMesh

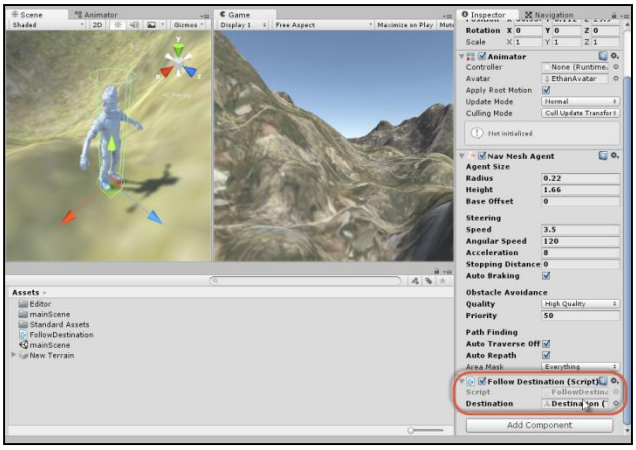

Scene
Game
Animator
Inspector
Navigation
NavMesh
Open
Nav Mesh Params
Tile Size
Walkable Height
Walkable Radius
Walkable Climb
Cell Size
Heightmaps
Height Meshes
Off Mesh Links
Assets ▸ mainScene
NavMesh

Hierarchy
Scene
Game
Animator
FPSController
Directional Light
Terrain
Project
Console
mainScene
Standard Assets
Characters
FirstPersonCharacter
Audio
Assets ▸ Standard Assets ▸ Characters ▸ ThirdPersonCharacter ▸ Models

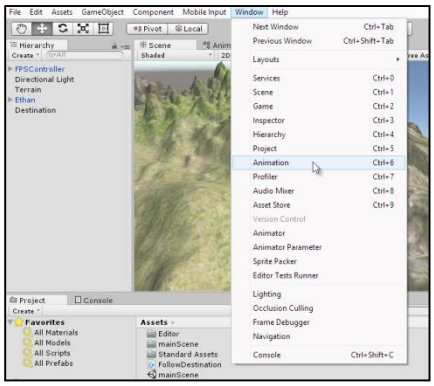

File Edit Assets GameObject Component Mobile Input Window Help
Add... Ctrl+Shift+A
Mesh
Effects
Physics
Physics 2D
Navigation
Audio
Rendering
Layout
Miscellaneous
Event
Network
UI
Scripts
Nav Mesh Agent
Off Mesh Link
Nav Mesh Obstacle
Hierarchy
FPSController
Directional Light
Terrain
Animator

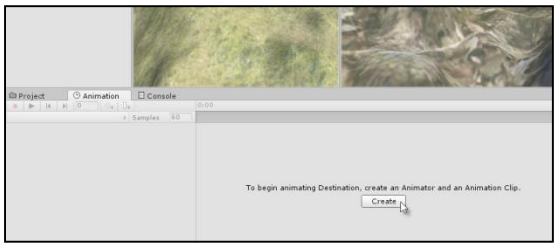

Inspector
Navigation
Transform
Position
Rotation
Scale
Animator
Controller
Avatar
Apply Root Motion
Update Mode
Culling Mode
Nav Mesh Agent
Agent Size
Radius 0.22
Height 1.66
Base Offset 0
Steering
Speed 3.5
Angular Speed 120
Acceleration 8
Stopping Distance 0
Auto Braking
Obstacle Avoidance
Quality High Quality
Priority 50
Path Finding
Auto Traverse Off
Auto Repath
Area Mask Everything
Add Component
Models

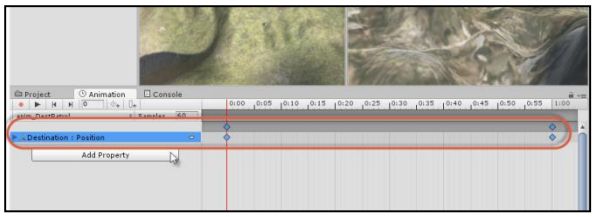

Animator
Inspector
Navigation
Destination
Tag Untagged
Layer Default
Transform
Position
Rotation
Scale
Add Component

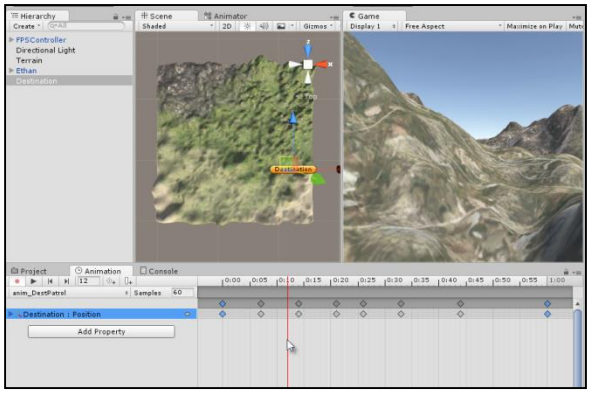

Scene
Animator
Game
Inspector
Navigation
Assets
Editor
mainScene
Standard Assets
FollowDestination
mainScene
New Terrain
Nav Mesh Agent
Agent Size
Radius 0.22
Height 1.66
Base Offset 0
Steering
Speed 3.5
Angular Speed 120
Acceleration 8
Stopping Distance 0
Auto Braking
Obstacle Avoidance
Quality High Quality
Priority 50
Path Finding
Auto Traverse Off
Auto Repath
Area Mask Everything
Follow Destination (Script)
Destination
Add Component

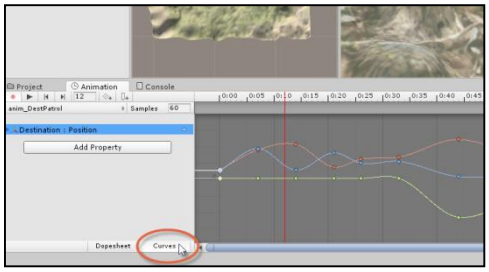
Hierarchy
Scene
Animator
Game
Inspector
Navigation
FPSController
Directional Light
Terrain
Ethan
Destination
Agent Display
Show Path Polygons
Show Path Query Nodes
Show Neighbours
Show Walls
Show Avoidance
Navmesh Display
Show NavMesh
Show HeightMesh
Object
Bake
Areas
Baked Agent Size
Agent Radius
Agent Height
Max Slope
Step Height
Generated Off Mesh Links
Drop Height
Jump Distance
Advanced

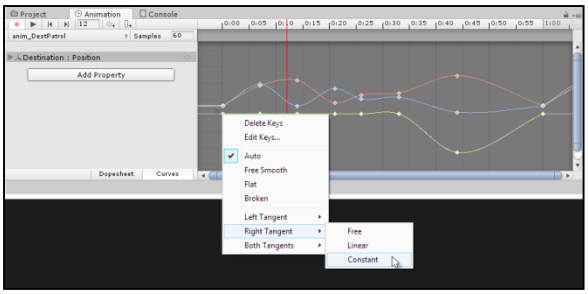

File Edit Assets GameObject Component Mobile Input Window Help
Next Window
Previous Window
Layouts
Services
Scene
Game
Inspector
Hierarchy
Project
Animation
Profiler
Audio Mixer
Asset Store
Version Control
Animator
Animator Parameter
Sprite Packer
Editor Tests Runner
Lighting
Occlusion Culling
Frame Debugger
Navigation
Console
Favorites
All Materials
All Models
All Scripts
All Prefabs
Assets
Editor
mainScene
Standard Assets
FollowDestination

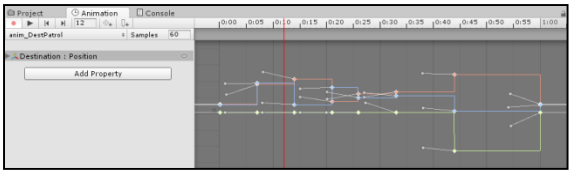

Project
Animation
Console
To begin animating Destination, create an Animator and an Animation Clip.
Create

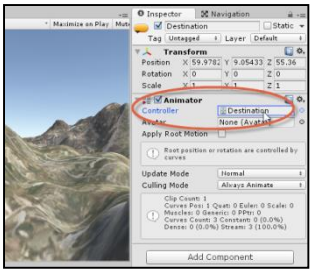

Project
Animation
Console
Destination : Position
Add Property

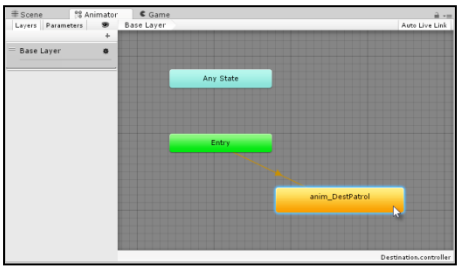

Hierarchy
Scene
Animator
Game
FPSController
Directional Light
Terrain
Ethan
Destination
Project
Animation
Console
anim_DestPatrol
Samples
Destination : Position
Add Property

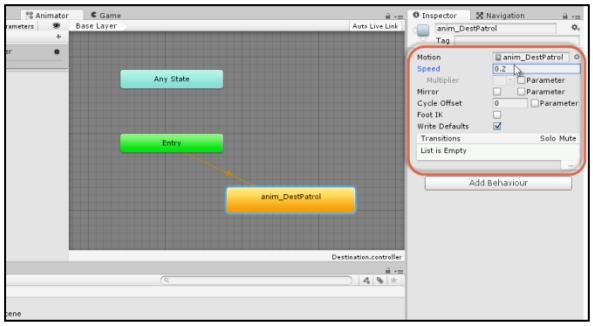

Project
Animation
Console
anim_DestPatrol
Samples
60
Destination : Position
Add Property
Dopesheet
Curves


Project
Animation
Console
anim_DestPatrol
Samples
60
Destination : Position
Add Property
Dopesheet
Curves
Delete Keys
Edit Keys...
Auto
Free Smooth
Flat
Broken
Left Tangent
Right Tangent
Both Tangents
Free
Linear
Constant


Project
Animation
Console
anim_DestPatrol
Samples
60
Destination : Position
Add Property

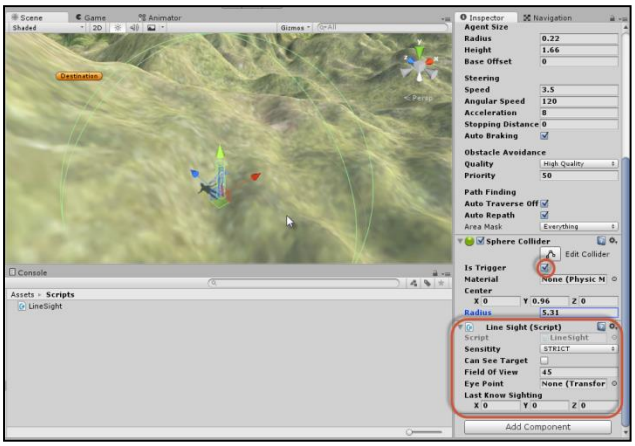

Inspector
Navigation
Destination
Static
Tag
Untagged
Layer
Default
Transform
Position
Rotation
Scale
Animator
Controller
Destination
Apply Root Motion
Update Mode
Normal
Culling Mode
Always Animate
Add Component

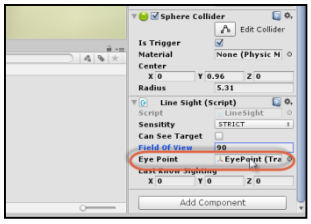

Scene
Animator
Game
Layers
Parameters
Base Layer
Auto Live Link
Any State
Entry
anim_DestPatrol
Destination.controller

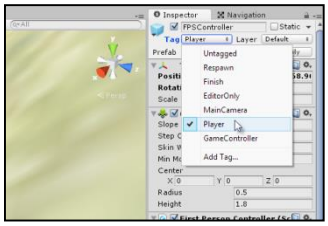

Animator
Game
Base Layer
Auto Live Link
Any State
Entry
anim_DestPatrol
Destination.controller
Inspector
Navigation
anim_DestPatrol
Tag
Motion
anim_DestPatrol
Speed
0.2
Multiplier
Parameter
Mirror
Parameter
Cycle Offset
0
Parameter
Foot IK
Write Defaults
Transitions
Solo Mute
List is Empty
Add Behaviour

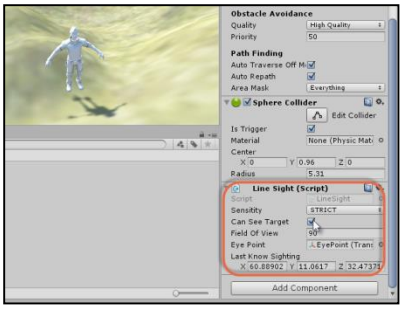
Scene
Animator
Game
Shaded
2D
Gizmos
Persp
Destination
Display 1
Free Aspect
Maximize on Play

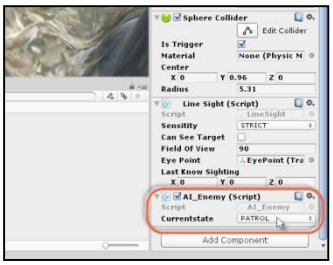
Chapter 8: Continuing with Intelligent Enemies

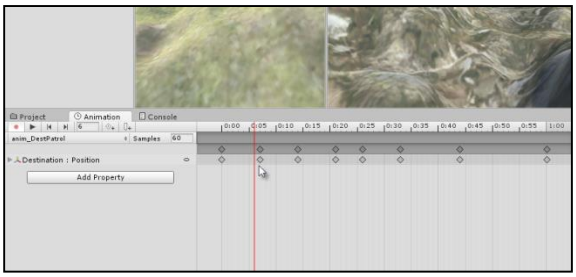


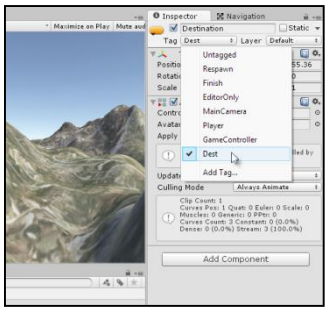


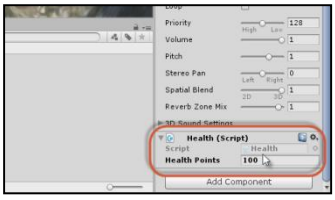


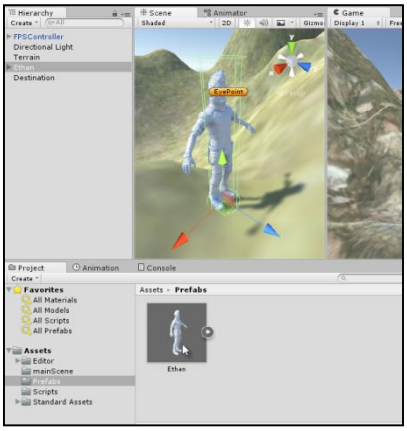

Obstacle Avoidance
Quality
High Quality
Priority
50
Path Finding
Auto Traverse Off M
Auto Repath
Area Mask
Everything
Sphere Collider
Edit Collider
Is Trigger
Material
None (Physic Mat
Center
X 0
Y 0.96
Z 0
Radius
5.31
Line Sight (Script)
Script
LineSight
Sensitity
STRICT
Can See Target
Field Of View
90
Eye Point
EyePoint (Trans
Last Know Sighting
X 60.88902
Y 11.0617
Z 32.47375
Add Component


Sphere Collider
Edit Collider
Is Trigger
Material
None (Physic M
Center
X 0
Y 0.96
Z 0
Radius
5.31
Line Sight (Script)
Script
LineSight
Sensitity
STRICT
Can See Target
Field Of View
90
Eye Point
EyePoint (Tra
Last Know Sighting
X 0
Y 0
Z 0
AI_Enemy (Script)
Script
AI_Enemy
Currentstate
PATROL
Add Component


Project
Animation
Console
anim_DestPatrol
Samples
60
Destination : Position
Add Property


Inspector
Navigation
Destination
Static
Tag
Dest
Layer
Default
Untagged
Respawn
Finish
EditorOnly
MainCamera
Player
GameController
Dest
Add Tag...
Culling Mode
Always Animate
Add Component


Priority
128
Volume
1
Pitch
1
Stereo Pan
0
Spatial Blend
1
Reverb Zone Mix
1
Health (Script)
Script
Health
Health Points
100
Add Component


Hierarchy
Scene
Animator
Game
FPSController
Directional Light
Terrain
Ethan
Destination
EyePoint
Project
Animation
Console
Favorites
All Materials
All Models
All Scripts
All Prefabs
Assets
Editor
mainScene
Prefabs
Scripts
Standard Assets
Assets ▸ Prefabs
Ethan

Hierarchy
Scene
Animator
Game
Inspector
Navigation
FPSController
Directional Light
Terrain
Ethan
Destination
EyePoint
Transform
Position
Rotation
Scale
Terrain
No tool selected
Please select a tool
Terrain Collider
Material
Terrain Data
New Terrain
Enable Tree Collider
Add Component
Project
Animation
Console
Favorites
All Materials
All Models
All Scripts
All Prefabs
Assets
Editor
mainScene
Prefabs
Assets ▸ mainScene
NavMesh