

Unity Tutorial

1. Unity Setup

You can download the Unity from [Unity official website](#). We recommend to use Unity 5.6.1.

2. Create your first Unity project

After installing the Unity, you can create your project and scene. Here is the [demo video](#).

3. Import 3D model to your scene

Normally, you can find varieties of 3d models in [3D Warehouse](#), [Free3D](#), [TurboSquid](#) and [Unity Asset Store](#)

To import a model from 3D Warehouse to Unity, you need to install the [SketchUp Pro](#) to convert the model into .fbx format. Here is a [demo video](#).

4. Add Text UI to your project

You may need to use Text to introduce something in your scenario. To add text UI in your project, follow instructions in this [demo video](#). Please keep in mind that you should not use too much text in your VR scene since the text will affect the emission feeling.

5. Use Raycasting to detect click event

If you want to interact with models via click in your scenario, you need to use Raycasting to detect the click event. Here is a [demo video](#).

6. Modify UI Text in the click event

Here is a [demo video](#) to show how to update the Text UI in mouse click event.

7. Unity Collaboration

When doing a group project that more than one people need to modify the project, you can use the Unity collaboration to manage the group project. Here is the [demo video](#) to show how to use Unity collaboration.

8. Unity Github

Besides Unity collaboration, you can also use GitHub to manage the group project. Here is a [demo video](#) to show how to set up group project on Github.

9. Build the project

When you finish your project you can build it to .exe or .app format. Then, other people will be able to run your project on their computer even though they don't have Unity. Here is the [demo video](#) to show how to build a project.