

Introducción a Unity 3D

Modelización computacional en ingeniería

a powerful rendering engine fully integrated
with a complete set of intuitive tools to create
interactive 3D content

Ventajas de Unity 3D

Gratuito

Unity incorpora en su versión gratuita la mayor parte de su funcionalidad.

Multiplataforma

Windows, Mac, Linux, Android, Web player, iOS, Windows Phone, WebGL, Wii, PS4, Xbox, Samsung TV, Oculus Rift, Gear VR, Microsoft Hololens...

Fácil de aprender

Es fácil de aprender y existe mucha documentación y un buen apoyo de la comunidad de usuarios.

Código C#

Es posible escribir código en Unity con lenguajes familiares como Csharp (C#) o Javascript.

Tecnologías alternativas

- ▶ Java (Swing, SWT and JavaFX)
- ▶ Google Web Toolkit (GWT)
- ▶ Microsoft Visual Studio (WPF, Silverlight, Direct X)
- ▶ Adobe Flash Builder
- ▶ HTML 5 and JavaScript

Fuente: <https://sea.ucar.edu/es/conference/2012/quest-for-perfect-ui>

Tecnologías similares

► Unreal Engine

► Cry Engine

► Game Salad

► Game Maker

► Construct 2

Game Engine	Learning Curve	Language	2D/3D
Unity	4 of 5	C#, JS, Boo	Both
Unreal	5 of 5	C++	3D
CryEngine	5 of 5	C++, Lua	Both
Game Salad	1 of 5	GML	2D
Game Maker	1 of 5	N/A	2D
Construct 2	2 of 5	JS	2D

Fuente: Getting Started with Unity 5 (2015) Dr. Edward Lavieri. Packt Publishing.

The background is a solid orange color with several white, semi-transparent abstract shapes scattered across it. These shapes include circles, teardrop-like forms, and rounded rectangles, some of which overlap each other.

The Wall

demo

conceptos básicos en Unity

Roll-a-ball

Un ejemplo de principio a fin

Recursos

Tutoriales

<http://unity3d.com/es/learn/tutorials>

<http://www.3dgep.com/category/unity/>

<http://www.codeproject.com/Articles/876015/unity-d-game-programming-introduction>

Videos

<https://unity3d.com/es/unity/industries/aec>

<http://bit.ly/1WaCe0h>

<https://unity3d.com/es/learn/live-training>

Libros

Unity 3.x Game Development Essentials by Will Goldstone

Unity for Architectural Visualization by Stefan Boeykens

Getting Started with Unity 5 by Edward Lavieri

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Gti