

## CT3536 Games Programming

### Unity3D Lab 1 – Introduction / Mars Rotator

[You do not need to submit this lab for grading]

- Import the mars model (mars1.dae) and its texture (mars\_1k\_color.jpg)
- Drag the mars1 model into the scene. It may not yet be textured (depends on version of Unity).
- Select the mars1 model in the hierarchy and set its position to  $x=0, y=0, z=0$
- If you need to add the texture to the model: drag the mars\_1k\_color asset onto the mars model in the scene. This will create a material for it, with this mars\_1k\_color defined as its albedo map
- Still in the inspector (with the mars object selected), click “Add Component”, and add a Rigidbody component. Turn off gravity for it! Also set its angular drag to 0.
- Right-click in the Assets window and create a new C# script.. name that “GameManagerScript”
- Right-click in the hierarchy, and create an Empty game object .. name it “GameManager”. In the inspector, click “Add Component” and choose the GameManagerScript.
- Using some built-in Unity methods we will write C# code in the GameManagerScript class, to position the camera and start the Mars object rotating:
  - Add an inspector reference for the mars object (GameObject class), and drag mars into this in the inspector
  - In the Start() method, write three lines of code as we saw in the lecture:
    - position the main camera (Camera.main) at  $x=0, y=0, z=-100$
    - make the camera “look at” the mars object
    - obtain a reference to the mars object’s Rigidbody component, and AddTorque to it, to impart some angular velocity

