



Unity Features You May Not Have Known About!

A workshop



Assumptions

- Audience has watched the Crash Course in Unity, *or*
- Audience has watched the Crash Course in Unity 2D

Version Control Support





Prefabs

Cameras



Audio Reverb

Particle Systems





2D Effectors


Navigation Meshes




Built-in Shaders


Other Features



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- **Animator:** a flow-chart for animations.
 - Can also create flowcharts for scripts!
 - **Timeline:** a video-editor-like interface to queue a series of animations.
 - Largely for in-engine cut-scenes
 - **Input Manager:** map controller buttons to the same input signal.
 - **Reflection Probes:** bakes reflections.
 - **Light Probes:** more efficient color-bleeding on real-time objects.
 - Largely for mobile.
 - **Light-mapper:** baking shadows and color-bleed.
 - **UGUI:** an extensive, event-based GUI system.
 - **Tilemap:** a way to draw a 2D map of sprites.
 - Great for level design!
 - **Audio Mixer:** add neat audio effects based on states.
 - Easy global pitch and volume controls!
 - **AR & XR Editor:** preview games in AR or XR.
 - **Analytics Tracker:** script data to record.
 - **Plugins Support:** and speaking of plugins....

Extending the Editor

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- NavMesh Components: real-time NavMesh recalculation.
 - github.com/Unity-Technologies/NavMeshComponents
 - Unity 2017.2 and up
 - Scriptable Render Pipeline: use C# to program the Render Pipeline.
 - github.com/Unity-Technologies/ScriptableRenderPipeline
 - Unity 2018.1 Beta and up
 - Shader Graph: visual shader editor (like Unreal).
 - github.com/Unity-Technologies/ShaderGraph
 - Unity 2018.1 Beta and up
 - Post-Processing: add support for LUT, motion blurs, anti-aliasing, etc.
 - github.com/Unity-Technologies/PostProcessing
 - Unity 5.6.1 and up

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- Machine Learning Agents: interface to implement machine-learning AI.
 - github.com/Unity-Technologies/ml-agents
 - Unity 2017.2 and up
 - Cinemachine: extensive camera controls using dollies, focus point, etc.
 - assetstore.unity.com/packages/essentials/cinemachine-79898
 - Unity 2017.1.1 and up
 - Anima2D: skeletal 2D animation editor in Unity.
 - assetstore.unity.com/packages/essentials/unity-anima2d-79840
 - Unity 5.0 and up
 - Steam Audio: map walls that audio will bounce off of, to create echos.
 - valvesoftware.github.io/steam-audio/downloads.html
 - Unity 5.3 and up