

C# FOR UNITY

UNITY TRAINING COURSE

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Scripting your own custom classes gives you immense control over the features of Unity, but if you haven't programmed before, it can be intimidating. Even if you are familiar with C#, Unity has a wide array of classes and method to search through. In C# for Unity, we can take your team through the basics of programming and into the details of programming specifically for Unity, taking advantage of its APIs to make the most efficient programs.

The Value of C#

As of 2017, Unity officially deprecated UnityScript, its version of JavaScript, and moved exclusively to C# for all scripting. Even with the most modular drag-and-drop assets, it helps to have a foundation in C# so you can customize your program to be exactly what you need.

With roots in C and object-oriented programming, C# is easy to learn with a background in languages like JavaScript or Python, but our course makes sure that even students with no programming background are introduced to key concepts and feel comfortable in Unity's development environment.

Course duration: 1-3 days

Level: Beginner - Intermediate

Requirements: Computer running Unity (Windows or Mac)

Topics covered:

- Programming Basics
- Object-Oriented Programming
- Instances and Classes
- C# Script Structure
- C# Best Practices
- Unity-Specific Objects
- How Scripts Communicate
- Going From Script to Scene
- Debugging In-Depth
- Common Scripting Patterns
- Unity APIs
- Translating User Input

Course available online and in-person.

Email training@bestbitstudios for availability and to arrange live Unity training courses.

We work with your team, on your schedule to meet your goals, at a price that works for your budget. If you're ready to make the power of Unity work for your business, we can help your team make the most of this powerful software tool.



All courses are tailored to the needs of your organization. Contact us today for a free quote or to discuss your team's needs.

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