

UNITY 3D GAMING SOFTWARE AND ITS CAPABILITIES

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Annotation

The article presents information and ideas about the Unity 3D game program and its capabilities what this program is used for and the specifics of the program, technologies for creating an in-game game using the program.

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Unity 3D is a tool used to create games, an application that is used through a series of programming routines ideal for developing and designing video games, and its operation is very Interactive, consisting of a series of simple steps. a great video game.

This program is created by the company unit technologies and it is currently available for development platforms such as Microsoft Windows, Mac OS, Linux, it should be added that it has compilation support that distinguishes the software from the rest, today there is Version 5.4.0, in which you can develop content. allows you to navigate through the web plugin.

What is Unity 3D used for?

The first thing to report is that Unity 3D it is known as software that specializes in creating games, to be a little more specific, this application is used to create video games that can work on different platforms; computers, mobile phones and consoles. All tools are implemented through a visual programming editor through a script with the best possible results.

Popular games that can be found today are created with it, such as; Monument Valley, "Gris" or "Cuphead", and also most of the games that it uses on mobile devices.

Its Characteristics:

This game development engine can be used in conjunction with other applications such as Blender, 3ds Max, Maya, Softimage, Modo, ZBrush, Cinema 4D, Cheetah3D, Adobe Photoshop, Adobe Fireworks, etc. Allegorhythmic substance. Through the platforms named above, each change made during the game is automatically saved in the initiated project.

The Language Unity 3D uses is ShaderLab for creating shaders, just as Cg/CgFx and DirectX HLSL effects (.Fx), but in turn you can write shaders in other ways, for example, Surface shader, Vertex and Fragment it should be taken into account that shaders are a fixed function where different options can be inserted.

Create a game in another game

Basically, it is necessary to proceed to create micro-game in each micro-game that can be used within

Unity, which states that we can include our own set of mods that can be configured in a simple, practical and interesting way, in which you can also add an introductory function to the game. design, logic, elements considered more visual, etc.

Unity society

The great unity society it offers us the opportunity to connect with other users who use the platform to create games and where we can participate in challenges and different groups of creators that can help us.

Currently, there are a huge number of gaming applications, among which the most important issues are being able to apply and use the most convenient and popular.

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