

[LEARN UNITY - The Most BASIC TUTORIAL I'll Ever Make](#)

# **Learn Unity in 17 MINUTES!**

[How to import Mixamo Character Animations in Unity using Timeline | Part -1](#)

[Control Mixamo Characters with the Unity Input System](#)

[Controlling Cross-Platform Characters with Unity Input System | Tutorial](#)

<https://learn.unity.com/project/using-the-input-system-in-unity>

<https://blog.unity.com/technology/learn-the-input-system-with-updated-tutorials-and-our-sample-project-warriors>

[Kickstart your game with First and Third Person Controllers! \(FREE Unity Starter Assets\)](#)

[Unity Starter Assets In-Depth Overview | 1st & 3rd Person Controller w/ Input System & Cinemachine](#)

[Beginner's Guide to Unity Starter Assets - Third Person Character Controller](#)

[https://gamedevbeginner.com/input-in-unity-made-easy-complete-guide-to-the-new-system/#control\\_schemes](https://gamedevbeginner.com/input-in-unity-made-easy-complete-guide-to-the-new-system/#control_schemes)

[Using your own character model with the new Unity Third Person Starter Asset \[RNDBITS-043\]](#)

[How to SWAP your Character! \(Change Mesh Visual, Same Animations, Controller\)](#)

[TOP DOWN CONTROLLER with Unity's New Input System](#)

[Unity Inventory : Attach Weapon To Player's Hand](#)

[Make your Characters Interactive! - Animation Rigging in Unity](#)

[Blender to Unity - Generic Character Setup: #2 Unity Setup](#)

<https://gamedevtraum.com/en/blender-tutorials-and-curiosities/how-to-export-a-3d-model-in-fbx-format-with-textures-in-blender/>

## **Camera**

[Intro to Cinemachine](#)

[Creating a Third Person Camera using Cinemachine in Unity! \(Tutorial\)](#)

[Multiple Fixed Cameras & Clear Shots using Cinemachine | Unity](#)

[Using Cinemachine: State Driven Cameras](#)

## **Enemy :**

### **Interface**

[Interfaces C # dans Unity! - Tutoriel de script intermédiaire](#)

[What are Interfaces? \(C# Basics\)](#)

[How to use Unity NavMesh Pathfinding! \(Unity Tutorial\)](#)

<https://docs.unity3d.com/Manual/nav-MixingComponents.html>

[Scriptable Objects \(Unity\) : Qu'est ce que c'est ? Comment les utiliser ?](#)

<https://forum.unity.com/threads/can-we-communicate-between-scripts-performantly-without-directly-referencing-each-other.619597/>

[The Animator Controller - Unity Official Tutorials](#)

[Animation Events : Comment et pourquoi les utiliser ? \(Unity - Tuto\)](#)

<https://docs.unity3d.com/ScriptReference/AnimationEvent.html>

<https://shahbazsekhon.com/unity-animator-any-state/>

[Apprendre le C# - Épisode 15 : Les Singletons \(Unity\)](#)

<https://unity.com/how-to/architect-game-code-scriptable-objects>

<https://learn.unity.com/tutorial/create-a-simple-messaging-system-with-events#>

<https://stackoverflow.com/questions/42034245/unity-eventmanager-with-delegate-instead-of-unityevent/42034899#42034899>

<https://gamedevbeginner.com/the-right-way-to-lerp-in-unity-with-examples/>

<https://docs.unity3d.com/ScriptReference/Vector3.RotateTowards.html>

<https://learntutorials.net/fr/unity3d/topic/3415/coroutines>

<https://forum.unity.com/threads/smooth-slerp-rotation.458468/>

<https://answers.unity.com/questions/643141/how-can-i-lerp-an-objects-rotation.html>

<https://www.techiedelight.com/remove-specified-element-from-array-csharp/>

<https://docs.microsoft.com/fr-fr/dotnet/csharp/programming-guide/arrays/>

[How to set animator's controller in script?](#)

#### **Audio :**

<https://forum.unity.com/threads/detecting-end-of-audio-clip.60897/>

[Introduction to AUDIO in Unity](#)

<https://www.raywenderlich.com/6449-introduction-to-unity-sound>

<https://gamedevbeginner.com/how-to-play-audio-in-unity-with-examples/>

#### **VFX effect et particle :**

Changement de material :

**Properties:**

_Color	Color: Color
_MainTex	Texture: Albedo
_Cutoff	Range: Alpha Cutoff
_Glossiness	Range: Smoothness
_Metallic	Range: Metallic
_MetallicGlossMap	Texture: Metallic
_BumpScale	Float: Scale
_BumpMap	Texture: Normal Map
_Parallax	Range: Height Scale
_ParallaxMap	Texture: Height Map
_OcclusionStrength	Range: Strength
_OcclusionMap	Texture: Occlusion
_EmissionColor	Color: Color
_EmissionMap	Texture: Emission
_DetailMask	Texture: Detail Mask
_DetailAlbedoMap	Texture: Detail Albedo
_DetailNormalMapSc	Float: Scale
_DetailNormalMap	Texture: Normal Map
_UVSec	Float: UV Set for secon
_Mode	Float: __mode
_SrcBlend	Float: __src
_DstBlend	Float: __dst
_ZWrite	Float: __zw

<https://forum.unity.com/threads/set-smoothness-of-material-in-script.381247/>

destroy particle system on completion unity” Code Answer

```
GameObject explosion = Instantiate(_Explosion, transform.position, Quaternion.identity);
```

```
Destroy(explosion, explosion.GetComponent<ParticleSystem>().main.duration);
```

**Dissolve Shader :**

[Dissolve Shader Tutorial - Part 1](#)

[Dissolve Effect in Unity Shader Graph](#)

[Disintegration Effect in Unity](#)

[DEMON'S SOULS - DISINTEGRATE ENEMIES in Unity](#)

[Dissolve effect in Shader Graph](#)

<https://www.codinblack.com/shader-graph-tutorial-for-beginners-a-complete-introduction/>

<https://docs.unity3d.com/Packages/com.unity.visualeffectgraph@12.1/manual/sg-working-with.html>

<https://docs.unity3d.com/Packages/com.unity.visualeffectgraph@8.2/manual/GettingStarted.html>

<https://www.youtube.com/c/GAMEVFX/videos>

<https://www.youtube.com/c/Danielllett/videos>

[Unity Shader Graph - Portal Shader Tutorial](#)

[Unity VFX Graph - Magic Orb Effect Tutorial](#)

<https://learn.unity.com/tutorial/introduction-to-the-vfx-graph-unity-2018-4-lts#5f49dafbedbc2a280d7cf5b0>

<https://blog.unity.com/technology/visual-effect-graph-samples>

[HOW TO MAKE PARTICLES FOLLOW A PATH in Unity](#)

<https://www.raywenderlich.com/20964535-making-hearts-fly-with-unity-vfx-graph>

[X-RAY Vision Tutorial in Unity](#)

[Unity VFX Graph - Blood Tutorial \(Procedural Shader\)](#)

[Unity Shader Graph - Blood, Poison and Liquid Shader Effect Tutorial](#)

#### **UI Particle :**

<https://bdts.com.au/tips-and-resources/unity-ui-particles-in-urp-using-overly-cameras-and-camera-stacks.html>

[Confetti Particle System With Default Unity Assets](#)

#### **Portal :**

[Smooth PORTALS in Unity](#)

#### **Portal heat distortion :**

[Unity VFX Graph - Heat Distortion Effect Tutorial](#)

[Portal Effect in Unity using Shader Graph LWRP/URP](#)

[7 Ways to Optimize your Unity Project with URP](#)

[How to make Unity GLOW! \(Unity Tutorial\)](#)

<https://forum.unity.com/threads/check-if-object-is-visible-to-main-camera.462777/>

<https://gamedevbeginner.com/how-to-quit-the-game-in-unity/>

[https://gamedevbeginner.com/the-right-way-to-lerp-in-unity-with-examples/#lerp\\_scale](https://gamedevbeginner.com/the-right-way-to-lerp-in-unity-with-examples/#lerp_scale)

Post Processing with URP: Use "Volume" not "Post-process Volume", Delete Main Camera and create a new Camera without "Post-process Layer", check "Post Processing" property.

<https://docs.unity3d.com/Packages/com.unity.render-pipelines.universal@10.2/manual/integration-with-post-processing.html>

[How to Enable SSAO in URP! \(Better Unity Graphics | Screen Space Ambient Occlusion\)](#)

<https://learn.unity.com/tutorial/fps-mod-share-your-game-on-the-web?projectId=5d9c91a4edbc2a03209169ab#>

<https://forum.unity.com/threads/unity-5-fps-tutorials-gtgd-s3-advanced-first-person-shooter.360105/>

**animator :**

<https://blog.studica.com/unity-tutorial-animator-controllers>

[Root Motion Explained \(Unity Tutorial\)](#)

[Using Root Motion with a Character Controller \(Unity Tutorial\)](#)

<https://learn.unity.com/tutorial/controlling-animation?language=en#5c7f8528edbc2a002053b4e4>  
[créer un rpg avec unity](#)

**decals:**

[Decals & Stickers in Unity Shader Graph and URP](#)

**Hdr color :**

<https://answers.unity.com/questions/1084467/assigning-hdr-color-to-material-property-via-script.html>

<https://answers.unity.com/questions/1652854/how-to-get-set-hdr-color-intensity.html>

<https://catlikecoding.com/unity/tutorials/custom-srp/hdr/>

**Optimisations :**

[Optimiser Unity pour WebGL](#)

[7 Ways to Optimize your Unity Project with URP](#)

<https://killertee.wordpress.com/2021/12/20/particle-system-rendering-optimization-tricks/>

## Export game to webgl platform :

[How to upload a game to Itch.io \(Easy Tutorial\)](#)

<https://forum.unity.com/threads/solved-webgl-build-error-unable-to-parse-build-file-name-framework-js-br.1102759/>

## Divers problèmes rencontrés :

[How to fix Pink Materials in Unity](#)

It seems that VFX Graph require Compute Shaders support. WebGL doesn't support compute shaders...

<https://forum.unity.com/threads/eff...h-not-showing-on-android.841465/#post-5558176>

<https://answers.unity.com/questions/1306123/do-something-after-animation-finishes.html>

<https://forum.unity.com/threads/auto-switch-stopped-working.1189156/>

<https://docs.unity3d.com/Packages/com.unity.visualeffectgraph@6.9/manual/Attributes-Properties-and-Settings.html>

properties of torus in initialize are not stored

<https://forum.unity.com/threads/mouse-keyboard-input-lag.791523/>

<https://answers.unity.com/questions/17668/2-problems-with-colors-of-textures-and-skybox.html>

<https://forum.unity.com/threads/http-response-header-content-type-configured-incorrectly.1206946/> + <https://docs.unity3d.com/Manual/webgl-server-configuration-code-samples.html>

<https://blend4web.pagesperso-orange.fr/indexConan.html>

[hearing-audio-outside-max-distance.html](#)

AnimationEvent 'SetSpeed' has no receiver! Are you missing a component?

Alors la j ai chercher longtemps et en faite dans inspector event fonction je mettais Test() alors qu il fallait juste mettre Test

Pour émettre particules a partir enemymesh c est pas indiquer dans le api unity le **sh.skinnedMeshRenderer**

```
ParticleSystem ps =childObj.GetComponent<ParticleSystem>();  
  
    var sh = ps.shape;  
  
    sh.enabled = true;  
  
    sh.shapeType = ParticleSystemShapeType.SkinnedMeshRenderer;  
  
    sh.skinnedMeshRender  
=GameObject.Find("Enemy/troll(Clone)/troll_body").GetComponent<SkinnedMeshRenderer>() ;
```

[animator-parameter-does-not-exists-bugg.168103](#)

**liens :**

[Ketra Games](#)

[Cours unity programming](#)

<https://www.youtube.com/c/Brackeys/videos>

<https://www.youtube.com/c/Danielllett>

[gabriel adard prod](#)

[jason weiman](#)

[pittilt](#)

[Bmo](#)

**DOT :**

[Overview of a DOTS project in Unity - How to Start Using DOTS in Unity 2020](#)

[Getting Started with the Job System in Unity 2019](#)

[Unity DOTS: Comparing performance](#)





