



Unity Editor Scripting – Beginner To Expert

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Unity Editor Scripting – Beginner To Expert: Are you eager to master Unity Editor Scripting and customize your Unity editor experience? Look no further than this comprehensive course designed to take you from beginner to expert in Unity Editor Scripting.

Throughout the course, you'll embark on a hands-on journey to build 9 custom editor tools that can enhance your game projects. From understanding the fundamentals of editor scripting to exploring different strategies using IMGUI and UI Toolkit, you'll gain invaluable insights into increasing productivity and efficiency in Unity.

Here's what you'll learn:

- The importance of editor scripting and its impact on productivity.
- Various strategies for creating editor scripts using IMGUI and UI Toolkit.
- Hands-on practice using UI Builder, UXML, and C# to develop custom tools.
- Key classes, functions, and coding constructs essential for creating editor scripts.

Get ready to build:

- 9 practical custom tools for Unity, including:
- Custom hierarchy buttons for automating common tasks.
- A batch rename tool to rename groups of game objects simultaneously.
- A missing references detector to avoid null reference exceptions.
- Autosave logic for continuous saving of changes.
- An art asset optimizer for compressing images without compromising quality.
- And much more!

Empower yourself to create:

- Your editor scripts, custom inspectors, and editor tools.
- Assets for the Unity Asset Store.

Applying the techniques learned in this course will accelerate your development process, streamline your Unity workflow, and unlock new possibilities for customization. Dive in and revolutionize your Unity experience today!



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