



I'm a Programmer

Common Reference

Unity Manual: <http://unity3d.com/support/documentation/Manual/index.html>
Reference Manual: <http://unity3d.com/support/documentation/Components/index.html>
Scripting Library: <http://unity3d.com/support/documentation/ScriptReference/index.html>
Resources home: <http://unity3d.com/support/resources/>
Community: <http://unity3d.com/support/community>
Intro to Interface: <http://unity3d.com/support/documentation/Manual/Learning%20the%20Interface.html>
Prefabs: <http://unity3d.com/support/documentation/Manual/Prefabs.html>
Asset Server: <http://unity3d.com/support/documentation/Components/Asset%20Server%20Guide.html>
Managers: <http://unity3d.com/support/documentation/Components/comp-ManagerGroup.html>
Publishing Builds: <http://unity3d.com/support/documentation/Manual/Publishing%20Builds.html>

Functional Reference

GameObjects & Components: <http://unity3d.com/support/documentation/Manual/GameObjects.html>
Rendering Paths: <http://unity3d.com/support/documentation/Manual/RenderingPaths.html>
Creating Gameplay: <http://unity3d.com/support/documentation/Manual/Creating%20Gameplay.html>
Coroutines: http://unity3d.com/support/documentation/ScriptReference/index.Coroutines_26_Yield.html
Physics: <http://unity3d.com/support/documentation/Components/comp-DynamicsGroup.html>
GUI Scripting Guide: <http://unity3d.com/support/documentation/Components/GUI%20Scripting%20Guide.html>
Networking: <http://unity3d.com/support/documentation/Components/Network%20Reference%20Guide.html>
Occlusion Culling: <http://unity3d.com/support/documentation/Manual/Occlusion%20Culling.html>
Shaders (Shaderlab Reference): <http://unity3d.com/support/documentation/Components/SL-Reference.html>
Asset processing: <http://unity3d.com/support/documentation/ScriptReference/AssetPostprocessor.html>
<http://unity3d.com/support/documentation/ScriptReference/AssetImporter.html>
Optimizing: <http://unity3d.com/support/documentation/Manual/Optimizing%20Graphics%20Performance.html>
Profiler: <http://unity3d.com/support/documentation/Manual/Profiler.html>
Debugging: <http://unity3d.com/support/documentation/Manual/Debugging.html>
Mono upgrade details: <http://unity3d.com/support/documentation/Manual/MonoUpgradeDetails.html>
Platforms: <http://unity3d.com/support/documentation/Manual/Platform%20Dependent%20Compilation.html>

API Reference

GameObject: <http://unity3d.com/support/documentation/ScriptReference/GameObject.html>
MonoBehaviour: <http://unity3d.com/support/documentation/ScriptReference/MonoBehaviour.html>
Input: <http://unity3d.com/support/documentation/ScriptReference/Input.html>
Time: http://unity3d.com/support/documentation/ScriptReference/index.Keeping_Track_of_Time.html
<http://unity3d.com/support/documentation/ScriptReference/Time.html>
Physics: <http://unity3d.com/support/documentation/ScriptReference/Physics.html>
Mathf: <http://unity3d.com/support/documentation/ScriptReference/Mathf.html>
WWW: <http://unity3d.com/support/documentation/ScriptReference/WWW.html>
Cloth: <http://unity3d.com/support/documentation/ScriptReference/Cloth.html>
Debug: <http://unity3d.com/support/documentation/ScriptReference/Debug.html>



I'm an **Artist**

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Publishing Builds: <http://unity3d.com/support/documentation/Manual/Publishing%20Builds.html>

Asset Reference

Workflow: <http://unity3d.com/support/documentation/Manual/Asset%20Workflow.html>
Importing: <http://unity3d.com/support/documentation/Manual/Asset%20Import%20and%20Creation.html>
Mesh Importer: <http://unity3d.com/support/documentation/Components/class-Mesh.html>
Texture Importer: <http://unity3d.com/support/documentation/Components/class-Texture2D.html>
Importing from different apps: <http://unity3d.com/support/documentation/Manual/HOWTO-importObject.html>
Mesh Components: <http://unity3d.com/support/documentation/Components/comp-MeshGroup.html>
GUI Skin: <http://unity3d.com/support/documentation/Components/class-GUISkin.html>

Tools Reference

Animation View Guide: <http://unity3d.com/support/documentation/Components/AnimationEditorGuide.html>
Terrain Engine Guide: <http://unity3d.com/support/documentation/Components/script-Terrain.html>
Tree Creator Guide: <http://unity3d.com/support/documentation/Components/class-Tree.html>
Lightmapping quickstart: <http://unity3d.com/support/documentation/Manual/Lightmapping.html>
Lightmapping reference: <http://unity3d.com/support/documentation/Components/class-LightMapping.html>

Runtime Graphics Reference

Graphics FAQ: <http://unity3d.com/support/documentation/Manual/Graphics%20how-tos.html>
Lights: <http://unity3d.com/support/documentation/Manual/Lights.html>
Particle Components: <http://unity3d.com/support/documentation/Components/comp-ParticlesGroup.html>
Image Effects: <http://unity3d.com/support/documentation/Components/comp-ImageEffects.html>
Shadows: <http://unity3d.com/support/documentation/Manual/Shadows.html>
Optimizing: <http://unity3d.com/support/documentation/Manual/Optimizing%20Graphics%20Performance.html>



I'm a Designer

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Managers: <http://unity3d.com/support/documentation/Components/comp-ManagerGroup.html>
Publishing Builds: <http://unity3d.com/support/documentation/Manual/Publishing%20Builds.html>

Functional Design Reference

Inspector: <http://unity3d.com/support/documentation/Manual/Using%20The%20Inspector.html>
Input: <http://unity3d.com/support/documentation/Manual/Input.html>
Creating Gameplay: <http://unity3d.com/support/documentation/Manual/Creating%20Gameplay.html>
Physics: <http://unity3d.com/support/documentation/Components/comp-DynamicsGroup.html>
Colliders/Triggers: <http://unity3d.com/support/documentation/Components/class-BoxCollider.html>
Particle systems: <http://unity3d.com/support/documentation/Manual/Particle%20Systems.html>
Rendering Components: <http://unity3d.com/support/documentation/Components/comp-RenderingGroup.html>
Animation View Guide: <http://unity3d.com/support/documentation/Components/AnimationEditorGuide.html>
Terrain Engine Guide: <http://unity3d.com/support/documentation/Components/script-Terrain.html>
Tree Creator Guide: <http://unity3d.com/support/documentation/Components/class-Tree.html>
Built-in Shaders: <http://unity3d.com/support/documentation/Components/Built-in%20Shader%20Guide.html>
Lightmapping quickstart: <http://unity3d.com/support/documentation/Manual/Lightmapping.html>
Lightmapping reference: <http://unity3d.com/support/documentation/Components/class-LightMapping.html>
Image Effects: <http://unity3d.com/support/documentation/Components/comp-ImageEffects.html>
Shadows: <http://unity3d.com/support/documentation/Manual/Shadows.html>
Occlusion Culling: <http://unity3d.com/support/documentation/Manual/Occlusion%20Culling.html>

Audio Design Reference

Importing Assets: <http://unity3d.com/support/documentation/Manual/Importing%20Assets.html>
Audio Files: <http://unity3d.com/support/documentation/Manual/Audio%20Files.html>
Audio Components: <http://unity3d.com/support/documentation/Components/comp-AudioGroup.html>
Audio Effects: <http://unity3d.com/support/documentation/Components/class-AudioEffect.html>
Audio Clip Reference: <http://unity3d.com/support/documentation/ScriptReference/AudioClip.html>
Audio Source Reference: <http://unity3d.com/support/documentation/ScriptReference/AudioSource.html>



I'm Publishing the Build

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Managers: <http://unity3d.com/support/documentation/Components/comp-ManagerGroup.html>

Publishing Builds: <http://unity3d.com/support/documentation/Manual/Publishing%20Builds.html>

Multi-Platform Reference

Player Settings: <http://unity3d.com/support/documentation/Components/class-PlayerSettings.html>

Webplayer Reference

Deployment: <http://unity3d.com/support/documentation/Manual/Web%20Player%20Deployment.html>

Webplayer Streaming: <http://unity3d.com/support/documentation/Manual/Web%20Player%20Streaming.html>

Asset Bundles: <http://unity3d.com/support/documentation/ScriptReference/AssetBundle.html>

WWW class: <http://unity3d.com/support/documentation/ScriptReference/WWW.html>

Webplayer Security: <http://unity3d.com/support/documentation/Manual/Security%20Sandbox.html>

Mobile Reference

Android Getting Started: <http://unity3d.com/support/documentation/Manual/android-GettingStarted.html>

iOS getting started: <http://unity3d.com/support/documentation/Manual/iphone-GettingStarted.html>

Optimizing Graphics performance: <http://unity3d.com/support/documentation/Manual/Optimizing%20Graphics%20Performance.html#iPhoneOptimizingGraphicsPerformance>

Using iOS internal profiler: <http://unity3d.com/support/documentation/Manual/iphone-InternalProfiler.html>

Splash Screen: <http://unity3d.com/support/documentation/Manual/MobileCustomizeSplashScreen.html>