

Getting Started with Godot

Before jumping into VR, you should get yourself acquainted with the engine and how things work. Godot utilizes a node-based system, similar to Unity except everything is its own node.

Documentation (4.2 branch)

<https://docs.godotengine.org/en/stable/index.html>

Overview of Godot's key concepts

https://docs.godotengine.org/en/stable/getting_started/introduction/key_concepts_overview.html#scenes

Your first 3D game

https://docs.godotengine.org/en/stable/getting_started/first_3d_game/index.html

Additional resources

Below is a tutorial on how to orient yourself in Godot. It's recommended for beginner's to follow this guide to get familiar with the engine.

https://kidscancode.org/blog/2019/03/godot_31_3d_intro/

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