

# C# and Visual Scripting

## About

The following is a list of SCiL preferred guides on getting started with C# and Visual Scripting that is focused on Unity (but still universal). These are specifically curated and are highly recommended! Some other language experience, such as Python, is recommended but not required.

## C# Programming

### Complete C# Programming with Kodeco

This is a complete introduction to C# and also a great refresher on various topics. If you want to get the most out of C# and starting out, this is a complete guide to the majority of topics you will need. It does not include delegates and events, something special and unique to the C# language but there is a recommendation on this page.

<https://www.youtube.com/watch?v=k6kbUuMuhxw&list=PL23RevP-82LKjZisIn0uUFciNrKXBRjMp>

### Alternate: C# Programming with Brackeys

Similar to Kodeco, without as many topics. This playlist comes from the infamous Brackeys.

<https://www.youtube.com/playlist?list=PLPV2KyIb3jR4CtEelGPsmPzIvP7ISPzR>

### C# Delegates in Unity! - Intermediate Scripting Tutorial

It is important you have gone through the Complete C# Programming with Kodeco playlist above!

<https://www.youtube.com/watch?v=VgwP1uXNnCw>

### C# Events in Unity - Intermediate Scripting Tutorial

This follows C# Delegates in Unity, so be sure to follow that one first.

<https://www.youtube.com/watch?v=k4JlFxPcqlg&t>

## Visual Scripting Programming

Visual scripting in Unity seems to work well and you can build most things you will need. However, Unity's visual scripting is no where near the quality and power of Unreal's Blueprints!

### An introduction to Unity's Visual Scripting

Build a complete game. I have done this playlist and it works well. **You can use the latest version of Unity.**

<https://www.youtube.com/playlist?list=PLrw9uFU6NhPCiMfDLsL-ccDMCMJ0bMjk>

### How to Translate C# script to Visual Scripting Graph in Unity

This is a common question I'll get asked. This guide is VERY USEFUL if you come across Unity C# code and need to translate into Unreal Blueprint code as well.

<https://www.youtube.com/watch?v=waBRBKZaY9Q>

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