

Great Channels

- [Brackeys](#) (Great, easy to follow tutorials)
- [Code Monkey](#) (Slightly longer videos, really good for learning a new system like Input Handling)
- [Game Maker's Toolkit](#) (More of a Game Design channel than a Unity one, but some really great videos here plus some good Unity-specific ones, too)

Beginner Tutorials

- [The Unity Tutorial for Complete Beginners](#)

Movement:

- [Unity Movement \[RigidBody vs Translate\]](#)
- [How to Move Characters In Unity 3D | Character Controllers Explained](#)
- [Playlist: Character Controllers](#)
- [THIRD PERSON MOVEMENT in 11 MINUTES - Unity Tutorial](#)
- [Input System Interactions Explained | Press, Hold, Tap, SlowTap, MultiTap - Unity](#)
- [C# Quaternions in Unity! - Intermediate Scripting Tutorial](#)
- [Applying Gravity | Simple Character Controller in Unity | Part 4](#)

Low Poly Terrain:

- [This is the BEST way to make low poly terrain | Blender Tutorial](#)
- [How to make low poly terrain in Unity \(the easy way\) | Tutorial](#)

Game Systems:

- [Brackeys Health Bar Tutorial](#)

Terrain Tools:

- [How to Make Beautiful Terrain in Unity 2020 | Beginner Tutorial](#)

Game Architecture:

- [Game architecture with ScriptableObjects | Open Projects Devlog](#)
- [Unity Architecture for Noobs - Game Structure](#)

User Input:

- [How to use NEW Input System Package! \(Unity Tutorial - Keyboard, Mouse, Touch, Gamepad\)](#)

Particles:

- [Unity VFX Graph - Sword Slash Tutorial](#)

Animation:

- [Unity's Animation System \(Playlist\)](#)

HDRP vs URP (Render Pipelines):

- [HDRP vs. URP - Which Unity Template should you choose?](#)
- [What are the Unity render pipelines and which to use? | HDRP vs URP 2022](#)