Was it hard to Learn Unity? What advice would you give to people feeling overwhelmed?

If you're feeling overwhelmed, that is the most normal feeling in the world. Making a game, it takes a lot of work and there's a lot of hats to wear. I think when I first started learning game development everything felt hard. I felt really silly, I felt like I should know this but I don't. Unity is so powerful, there are so many features. I got lost very easily in the beginning.

It was definitely a learning curve for me, especially because I had come from a regular 3D background, where I was just using Maya and Blender. Don't worry, you're not alone. This is something that everyone goes through. I definitely have gone through it. There's tons of great tutorials on our Unity Learn platform that teaches you how to navigate within Unity. And really what I found is that I could do it, and as I sat down and started learning all the things that were hard, I found were also achievable.

From experience, Unity can be very overwhelming, especially when there's so much code to read. And if it's not your code it's really hard to understand. I would definitely recommend using the Unity documentation because it explains everything that you need to know, as well as tells you what the function does and different variations of it, so it will show you how you can use the same function for different possibilities. I think I found it harder for me to use Unity properly. I found that by doing specific tutorials on each of the areas in Unity, it suddenly became really familiar.

They've done a lot of beginner tutorials for people who are trying to create games, or even trying to do VR experiences as well. Self-learning doesn't have to happen by yourself. You can ask other people for help, even if you're not in a classroom, even if you don't have a teacher. Try joining one of our communities that has some Unity experts inside of it that can help teach you. There'll be great resources for you.

The thing I wish I'd known at the time was that you don't need to understand how everything works to use Unity or to build what you want to build. The most important thing is to finish what you're building. Keep trying, and stay in the now. Keep going, keep pushing it forward.
Try it, fail, fix something, learn from what you were doing. The good news is that you decide how big your first project is. You can start off small and make something super simple so that you can have a full finished packaged product and you can show it to friends and family and say, "I made this. I made this game, you wanna play it?"

Set yourself a goal, don't try and make an MMO with amazing graphics or anything like that, think of something small and achievable that you can make. Later on, after I began to force myself to play games and learn more about this industry, things got way, way easier. I'm now using Unity as like it's riding a bike. You don't forget now, it's super easy.