

TERMINOLOGY

Asset - A game file (e.g. texture, scripts, 3D models). All assets are stored in the Assets folder and are visible in the Project Window.

GameObject - The pieces that make up a scene. These are viewable in the Hierarchy window.

Component - A modular piece of behavior added to GameObjects and visible in the Inspector window.

Play Mode - When the project begins to run and simulates what the user will see. *Changes made in Play Mode are not saved.*

Prefab - Templates of GameObjects that can be reused.

Script - A piece of code that allows you to add custom behavior to your GameObjects. Scripts are written in C#, which is the programming language of Unity.

SCENE VIEW NAVIGATION

Movement

Around: Arrow Keys **OR** W, A, S, D + Right-Click

Up and Down: Q, E + Right-Click

Zoom: Scroll in or out

Orbit: Alt (PC) / Opt (Mac) + Left-Click

Focus: Select GameObject, place cursor over Scene Window, and tap F

Toolbar



Hand - Move scene around - Shortcut Q



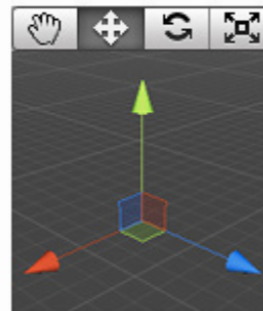
Translate - Reposition items - Shortcut W



Rotate - Rotate items - Shortcut E



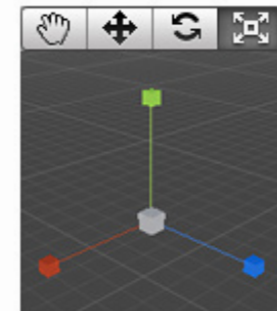
Scale - Scale items - Shortcut R



Translate (W)



Rotate (E)



Scale (R)

Miscellaneous

Save: Ctrl (PC) / Cmd (Mac) + S

Duplicate: Ctrl (PC) / Cmd (Mac) + D

Undo: Ctrl (PC) / Cmd (Mac) + Z