

Intro to Unity

GameObjects

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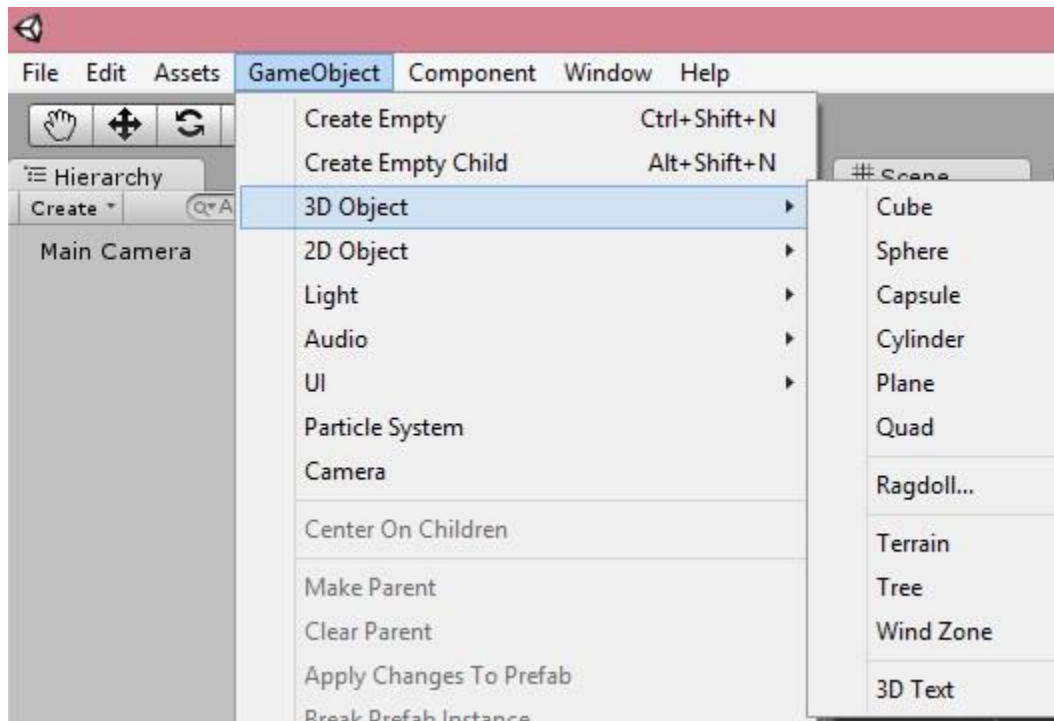
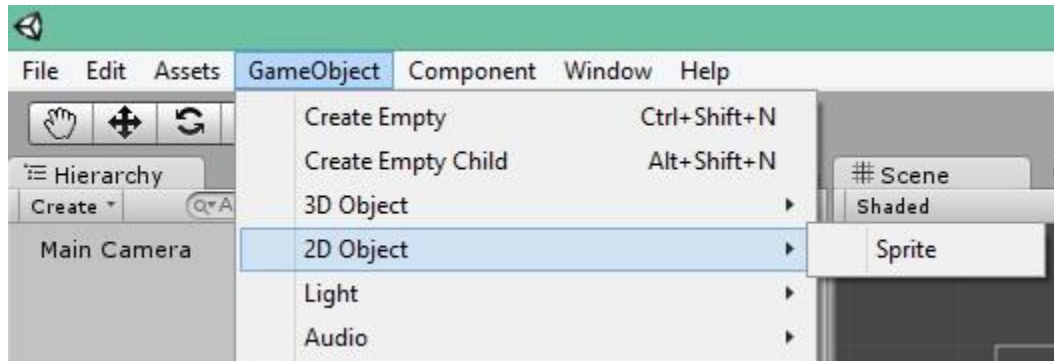
and Noah Poole

GameObjects

- GameObjects are any objects that exist in the game. These include Cubes/Squares, Spheres/Circles, Sprites, Texts, and 3D Models
- GameObjects

How to create GameObjects

GameObject -> 2D Object/3D Object -> Cube/Sphere/etc.



GameObject Manipulation

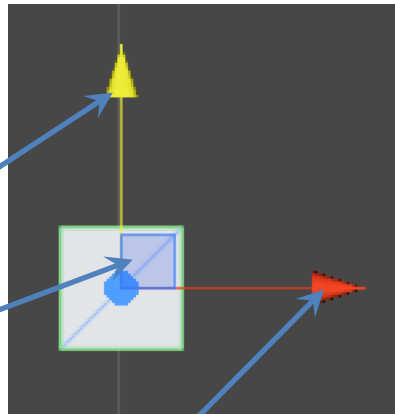


Move

Move Y axis

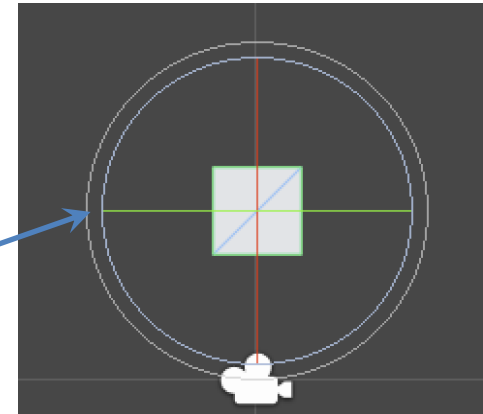
Move X and Y

Move X axis



Rotate

Pull to Rotate

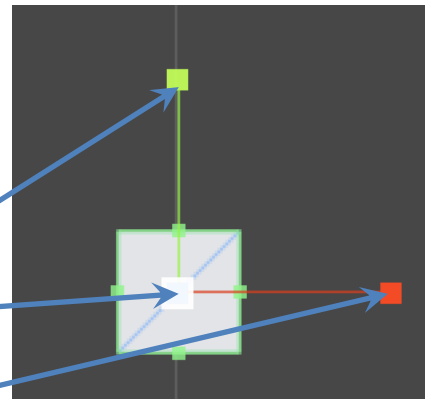


Stretch

Stretch Y

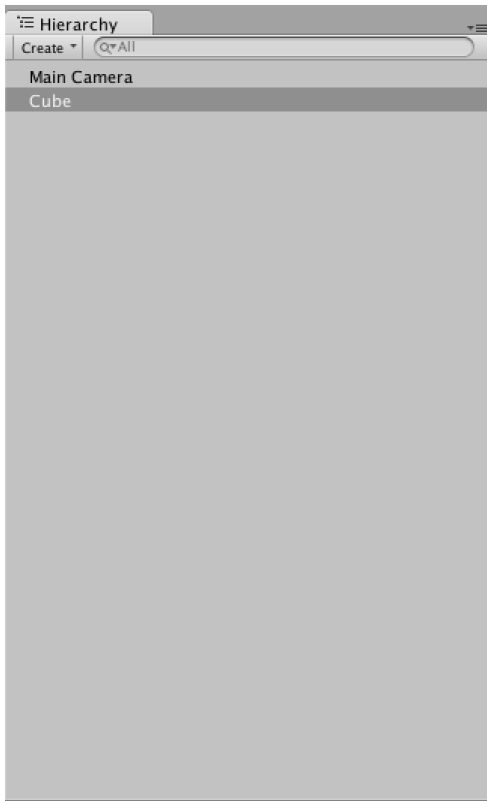
Stretch Evenly

Stretch X



Hierarchy

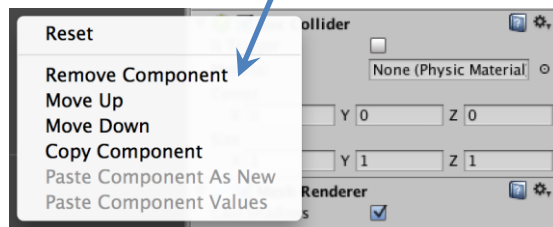
The Hierarchy is the list of all GameObjects in the game scene



Inspector

Click the check box to disable
A component

To remove a component,
Right click its name and
Choose remove component

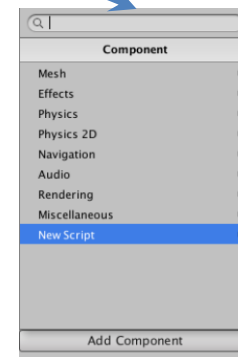
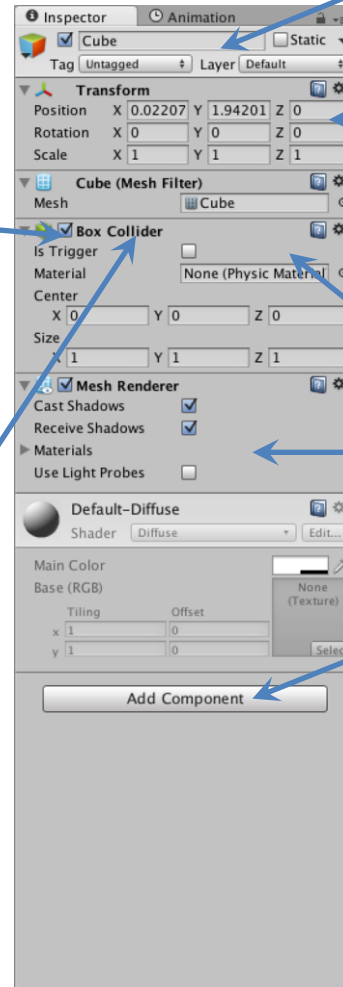


Name of Object

Position, Rotation, and
Scale of Object

Components

Click to add a new component



Lab

Place a copy of your sprite at each hour mark of a clock. Use the following coordinates and image for reference.

