
Module
Unity 2D Basics

Lesson
Unity 2D Basics

Lecture
Sprites and Game Objects

In this lecture, you'll learn how to add sprites to your game and game objects to your scene

- Sprite
 - Graphical asset
 - Can be single or multiple frames (sprite strips or sprite sheets)
- Game Object
 - Entity in a Unity scene

- Recap
 - Sprites are graphical assets we can add to our project
 - Game objects are entities we can add to our scene