



UNITY ENGINE

THE BASICS: USER INTERFACE

UNITY UI

CenterLocal

Shaded2D

Gizmos

QAll

Hierarchy

Example*

Main Camera

Directional Light

RetroTV

Aerial1

Aerial2

Brightness

Contrast

LowerDial

Screen

PlayArea

UpperDial

VolumeSlider

Floor

Game

Display 1

Free Aspect

Scale 1x

Maximize On Play

Mute Audio

VSync

Stats

Gizmo

Inspector

Directional Light

Static

Tag Untagged

Layer Default

Transform

Position X -8.2 Y 16.76 Z 14.21

Rotation X 34.669 Y 24.524 Z 38.597

Scale X 1 Y 1 Z 1

Light

Type Directional

Color

Mode Realtime

Intensity 1

Indirect Multiplier 1

Shadow Type Soft Shadows

Realtime Shadows

Strength 1

Resolution Use Quality Settings

Bias 0.05

Normal Bias 0.4

Near Plane 0.2

Cookie None (Texture)

Cookie Size 10

Draw Halo

Flare None (Flare)

Render Mode Auto

Culling Mask Everything

Add Component

Project

Create

Assets

AudioVisual

Fonts

Materials

Models

Physic M...

SampleS...

Scenes

Script

Standard A...

Textures

Console

Clear

Collapse

Clear on Play

Clear on Build

Error Pause

Editor

Auto Generate Lighting Off



NAVIGATION BAR

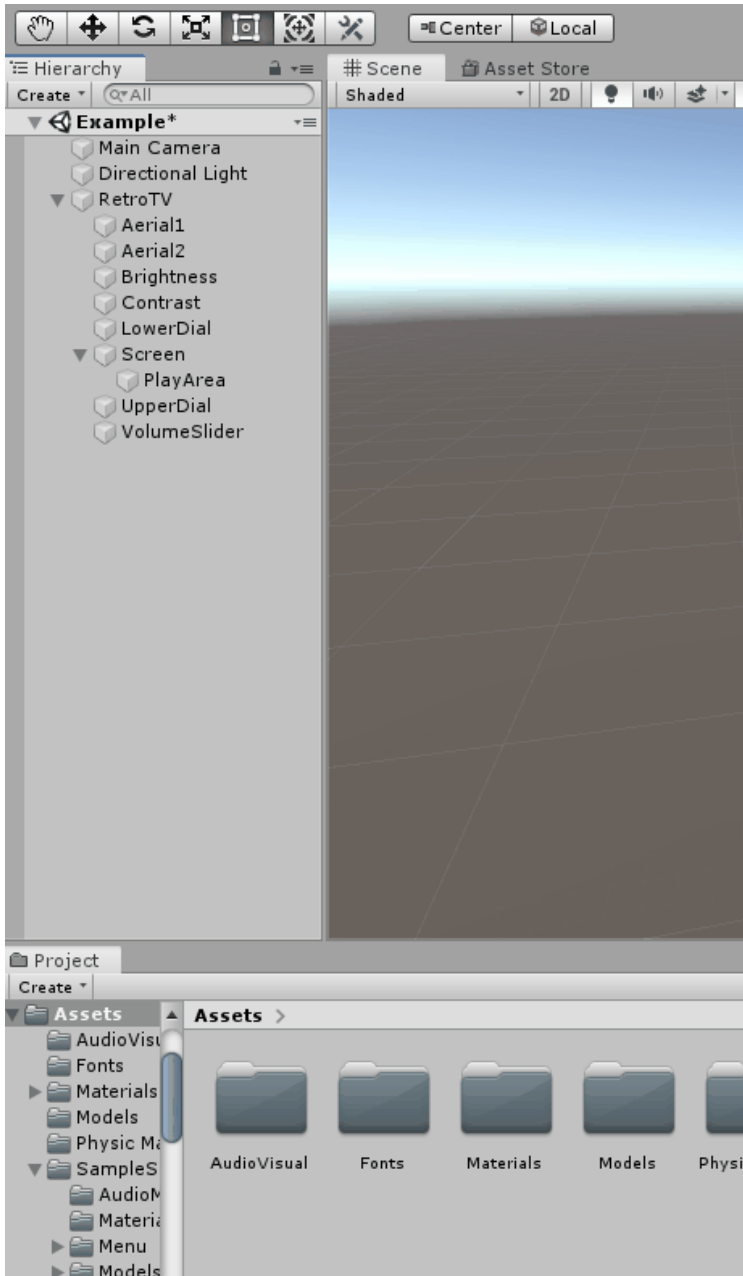
The Navigation bar contains all the usual saving and editing options as well as more detailed settings for audio functions and mobile deployment.



SELECTION TOOLS

Unity makes use of a number of selection tools, each designed to operate for a particular purpose:

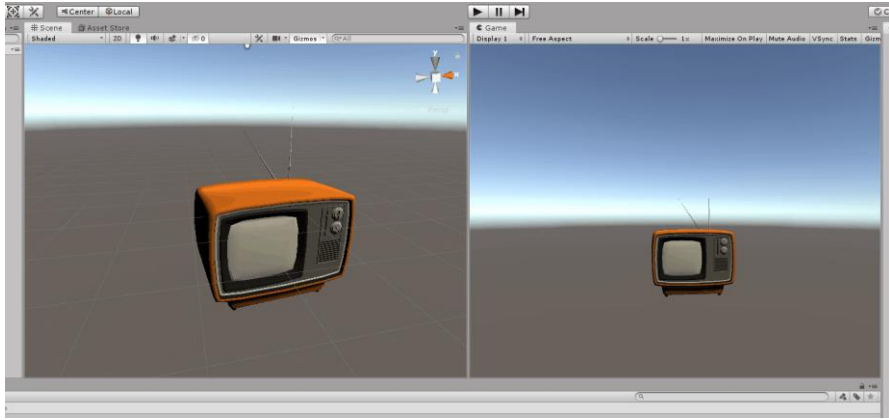
- Hand Tool – for panning freely around the scene.
 - Hold Alt and click-drag to orbit around current pivot point.
 - Hold Ctrl and click-drag to zoom
- Move Tool – for moving the object along each axis.
- Rotate Tool – for rotating the object along each axis.
- Scale Tool – for scaling the object along each axis.
- Rect Tool – primarily for resizing 2D objects.
- All-in-One Tool – for adjustments on all the axis simultaneously.



HIERARCHY

Contains a text list of all the game objects and their children in the current scene.

This is also the location where you add new game objects.



SCENE & GAME WINDOWS

The Scene window is where you arrange your game objects and make edits to them.

The Game window displays your scene through any camera renderer and only becomes useful when you wish to see how your scene performs at runtime.

Pressing the Play button will run and stop the simulation. The Pause button will pause playback. The Step-through button allows playback to be controlled on a frame by frame basis.

All windows can be arranged or hidden to suit your preference.



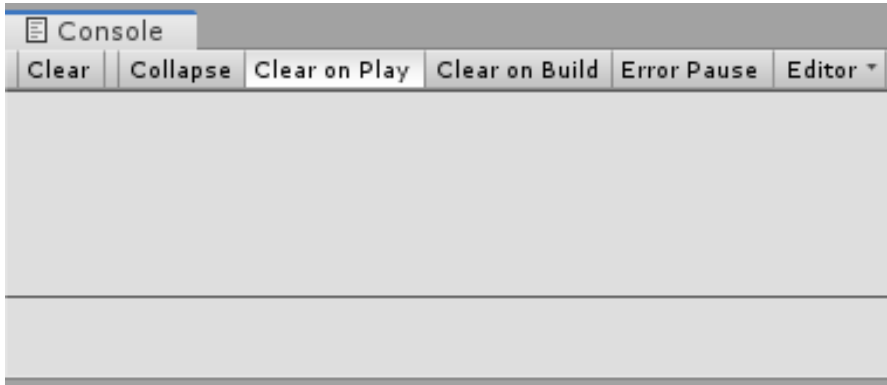


PROJECT FILES

Organisation of your project files is really important and Unity contains these in a folder called Assets.

You can easily create individual folders to store your materials, textures, sound files etc. Doing so will create an easy workflow for your development.

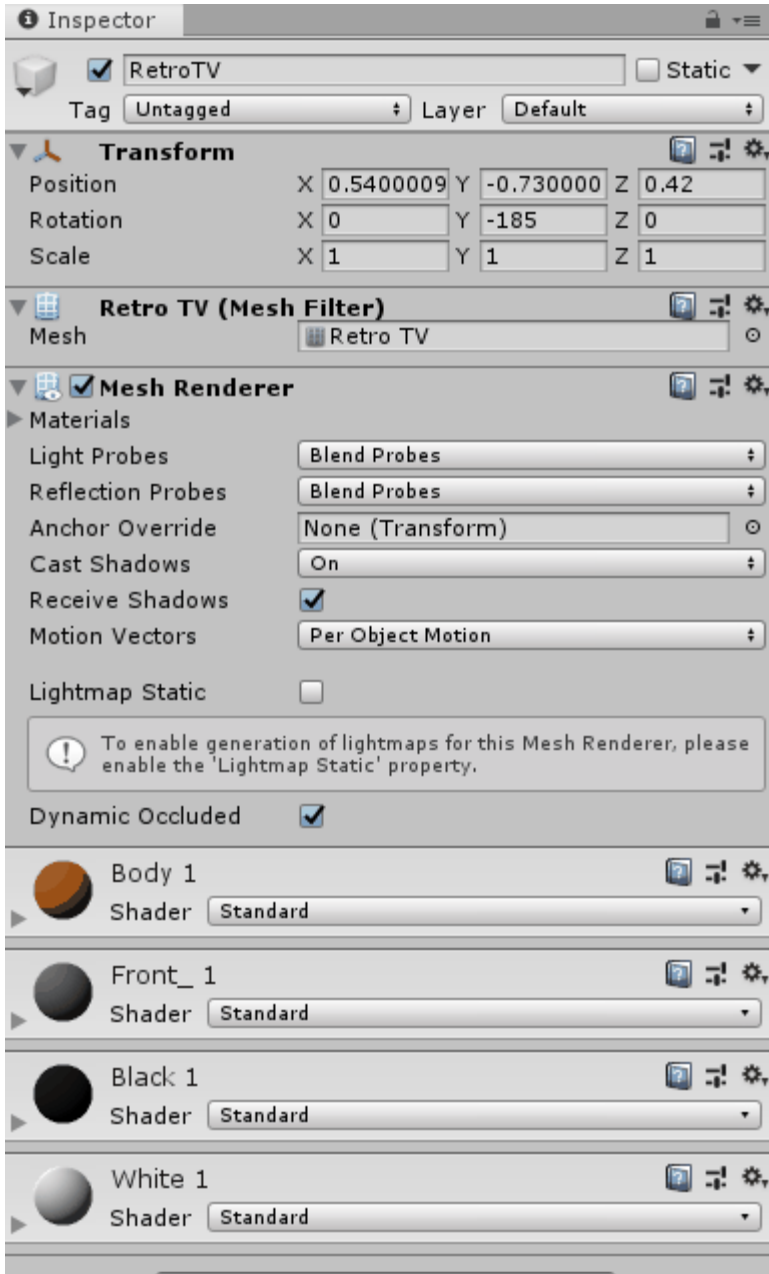
Be careful when moving data around the Assets folder as Unity stores metadata and moving or deleting too many files can lead to problems.



CONSOLE WINDOW

Until you begin introducing script or more complex components into your scene, the Console window may sit unused.

The Console window's job is to forewarn you of any of any errors that might stop your simulation from running correctly. Further details of the error location is usually provided here.

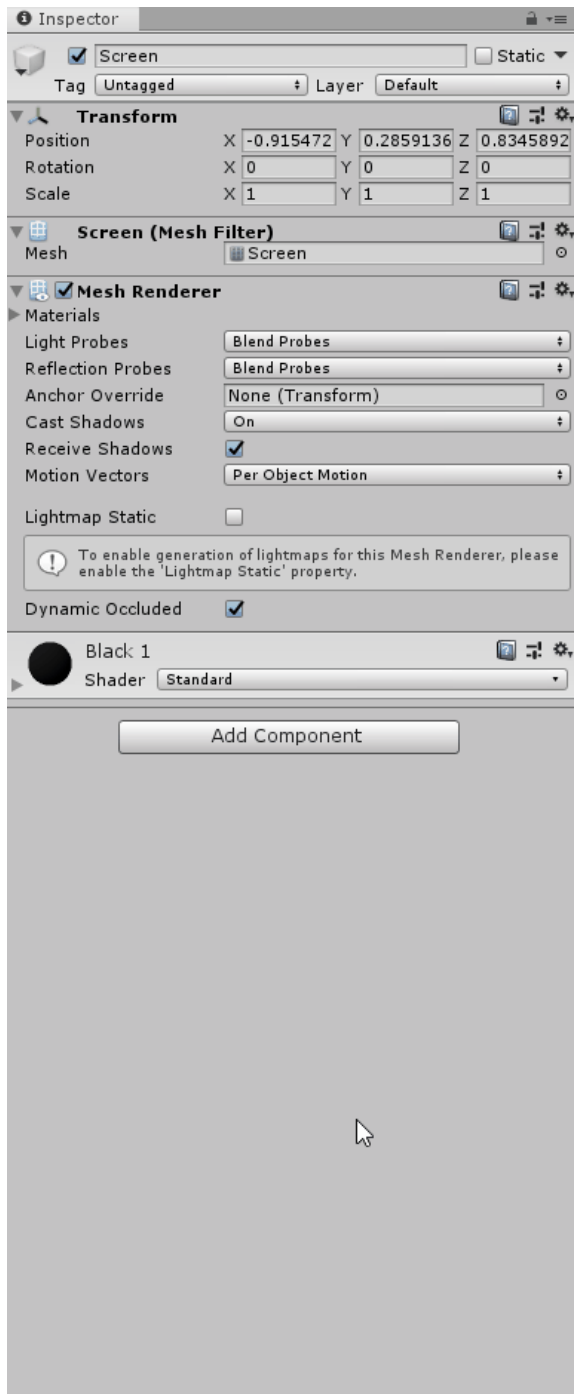


INSPECTOR WINDOW

When you select a game object in the Hierarchy the properties available for that object are displayed in the Inspector window.

From here you can adjust their values and make other selections that will effect your object.

You will spend the majority of your development time in Unity using this window.



ADDING COMPONENTS

There are numerous features that you can attach to your game objects known as Components.

Every game object has a Transform component used for positioning but new ones allow endless possibilities.

THANK YOU



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