Lecture 3

Right-click in the Hierarchy panel: This brings up a context menu.

1. Select a 3D Object: Choose from the options like Cube, Sphere, Capsule, Cylinder, Plane, etc.
2. The new object will appear in the Hierarchy and in the Scene view.

Changing the Material Type and Color of an Object.

1. Select a Material: You can choose an existing material or create a new one by clicking "Create New Material."
2. Change Color: If you create a new material, it will appear in the Project window. Select it, and in the Inspector panel, change its color by clicking on the color field under the Albedo property.

   Viewing the Scene

- Right-Click: Hold the right mouse button to look around the scene.
- Alt + Left-Click: Hold the Alt key and use the left mouse button to orbit the camera around the selected object.