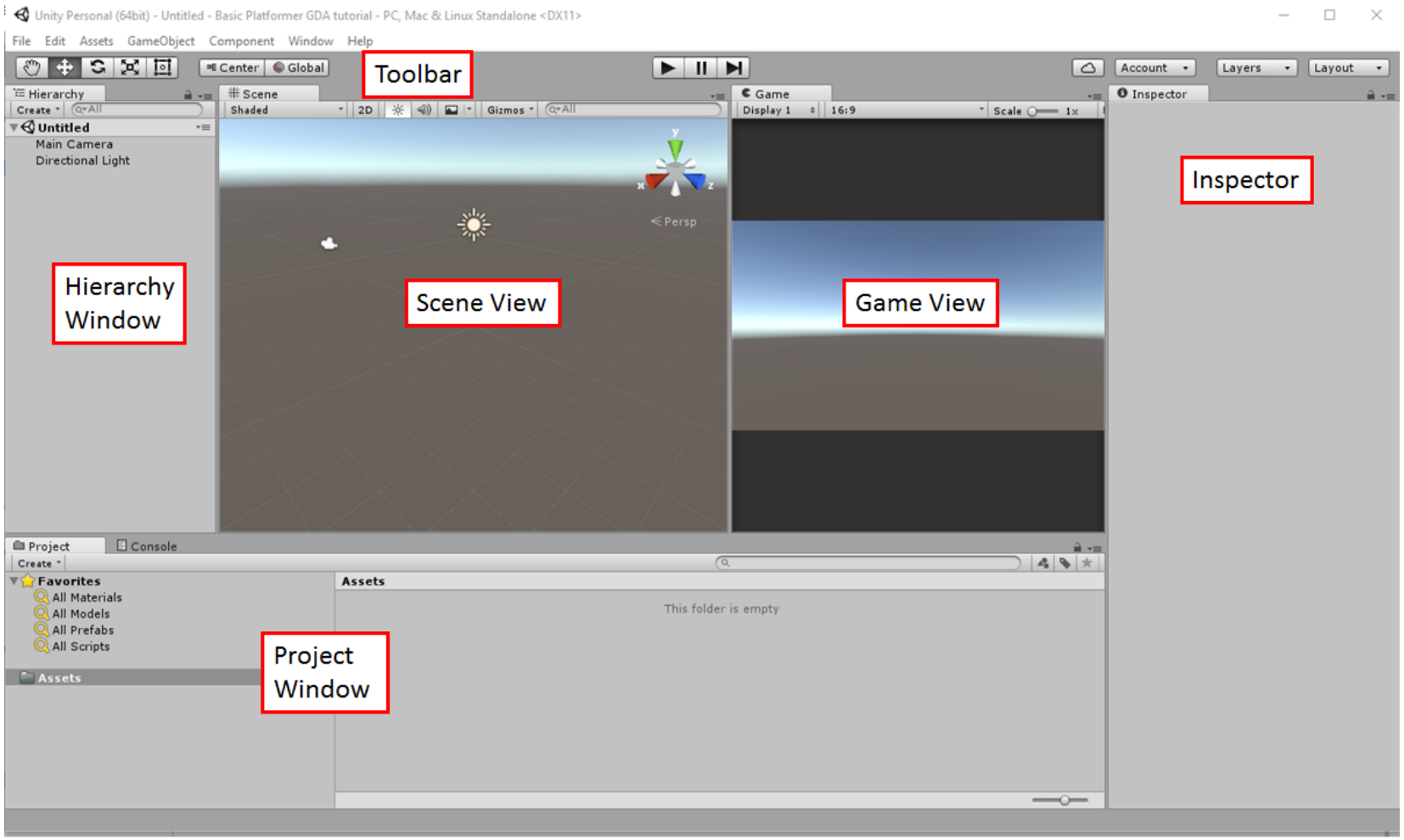
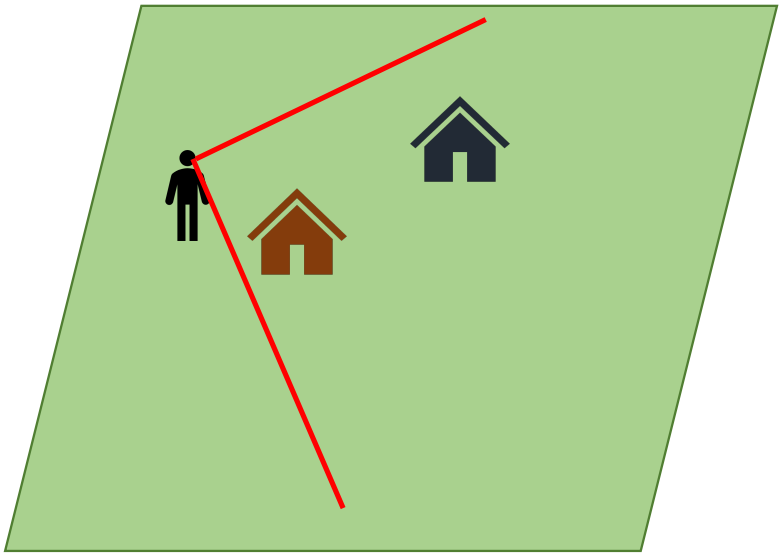
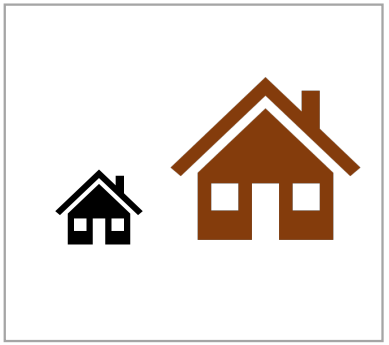
Intro to Unity IDE


Unity Personal (64bit) - Untitled - Basic Platformer GDA tutorial - PC, Mac & Linux Standalone <DX11>
File Edit Assets GameObject Component Window Help
Toolbar
Hierarchy
Scene
Game
Inspector
Hierarchy Window
Scene View
Game View
Inspector
Project
Console
Favorites
All Materials
All Models
All Prefabs
All Scripts
Assets
This folder is empty
Project Window

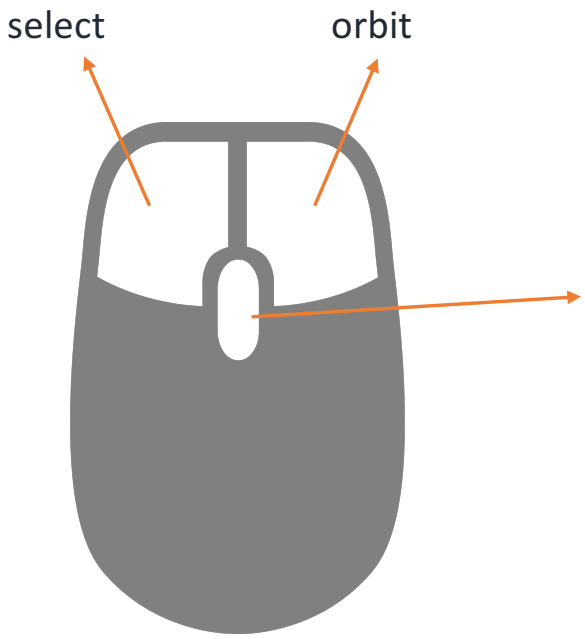




Perspective view

Orthographic view

Scene navigation



drag (on pressed)

zoom (on scroll)

Flythrough mode

Right click + WASD EQ

Transform

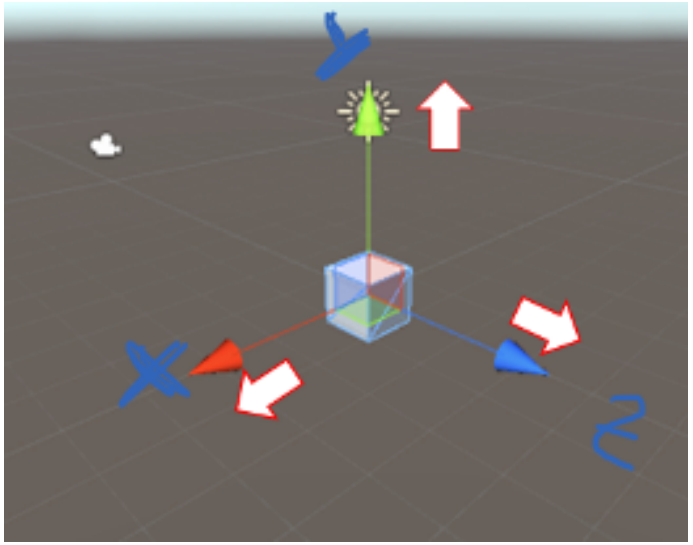
- Game objects have Components that determine their behaviour

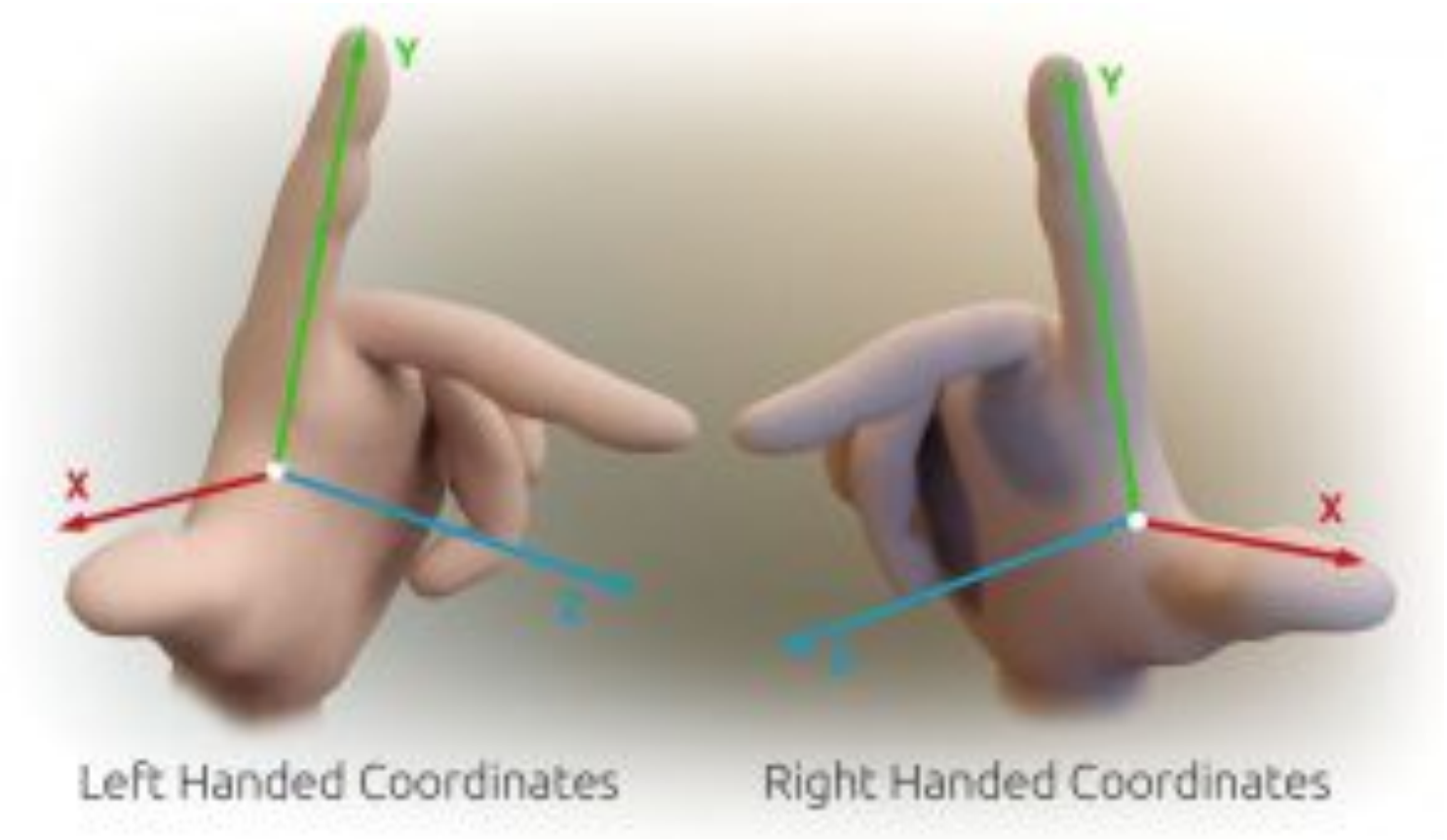
- The Transform component is present in all objects and determines the object's
  - Position
  - Rotation
  - Scale

Unity’s coordinate system

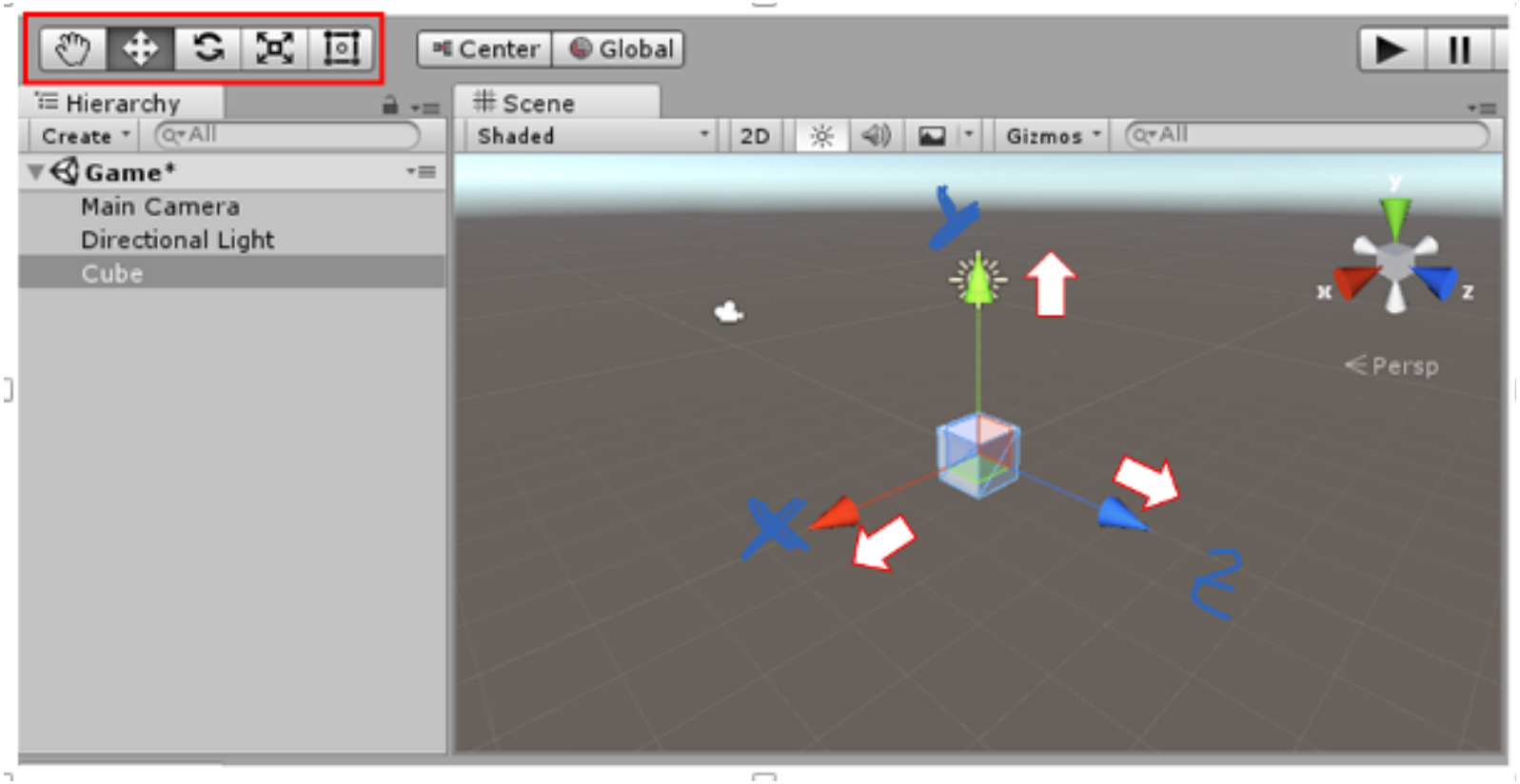
- Coordinate system allows positioning of objects in space

- Unity’s uses a left-handed system



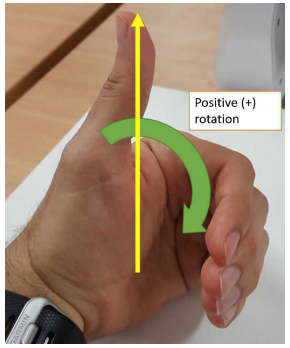

Y
X
Z
Y
X
Z
Left Handed Coordinates
Right Handed Coordinates

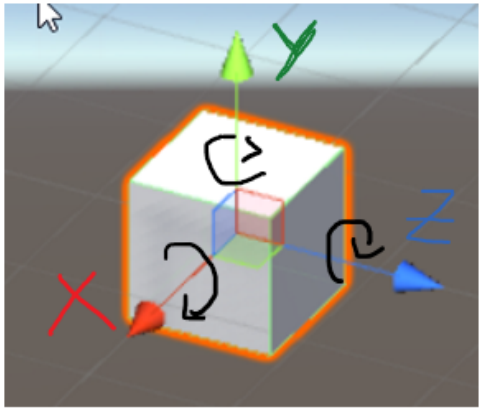
Coordinate System



Rotation

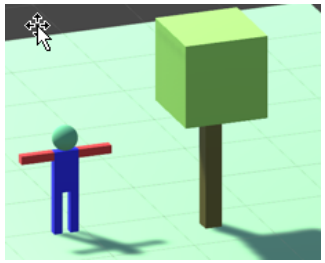
- Can be expressed in euler angles (x, y, z)
- Positive and negative rotation using left hand
- Rotates the game object’s local axis





Scale

- Scale > 1 → increase the size of an object
- Scale < 1 → reduce the size of an object

Parent – Child Relationship

- The transform of the children is relative to the parent's
- Common uses:
  - Character that "carries" something (including the Camera)
  - Game object made of many objects
  - Grouping things
- To remove from the relationship simply drag child out