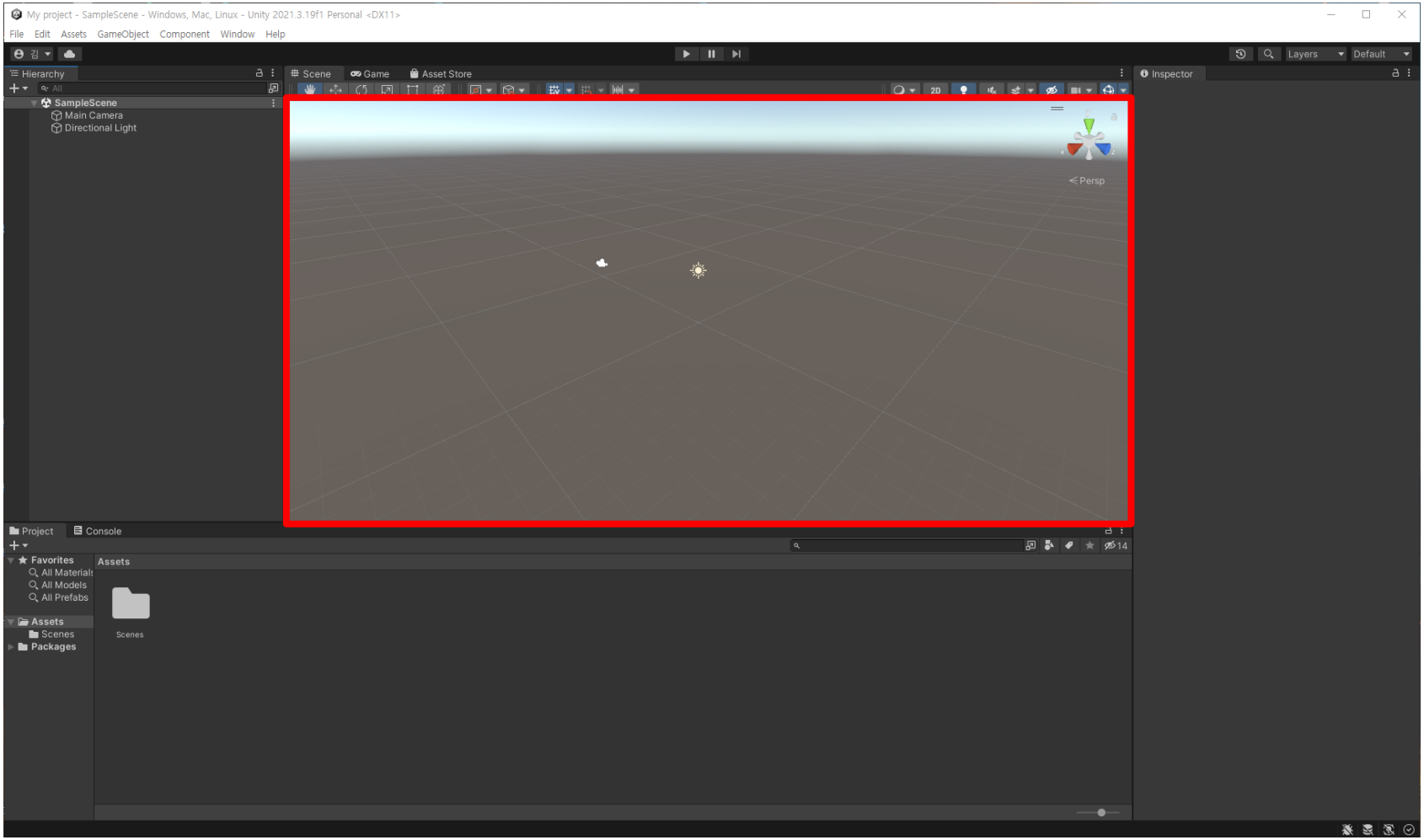
Computer Graphics
- [Unity] Unity Editor

Sung Soo Hwang

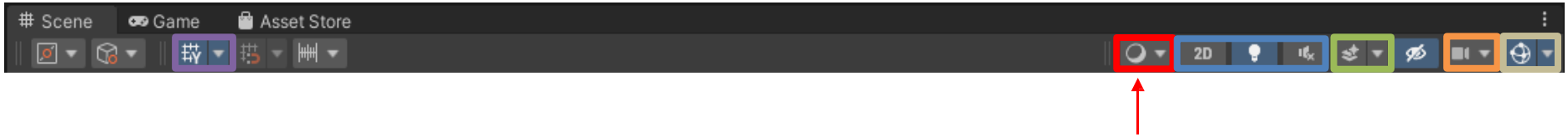
Scene

- Scene is located as shown in the figure below.



Scene

- To explain the buttons on the top bar of the scene,



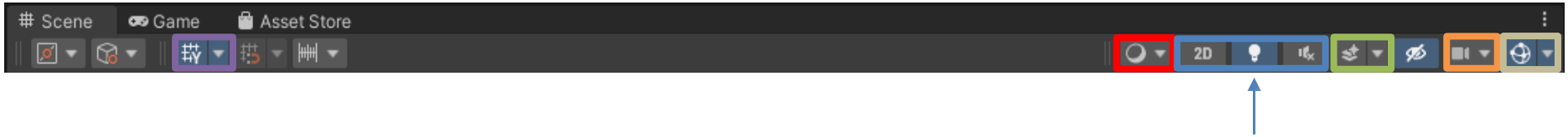
Select the Draw Mode to use to describe the scene.

Draw Mode

- Shading mode(Shaded, Wireframe, Shaded Wireframe), Miscellaneous (Shadow Cascades, Render Paths, Alpha Channel, Overdraw, Mipmaps, Texture Streaming), Deferred, Global Illumination, Material Validator

Scene

- To explain the buttons on the top bar of the scene,



2D, lighting and Audio switches

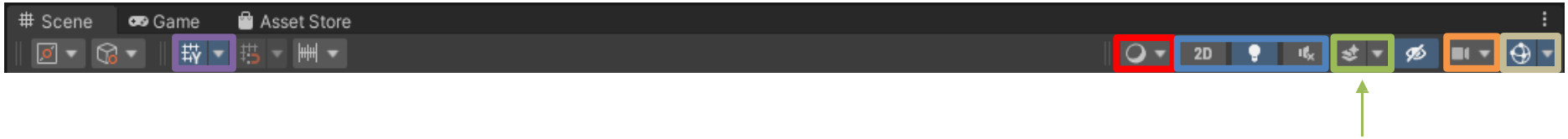
- 2D: switches between 2D and 3D view for the Scene. In 2D mode the camera is oriented looking towards positive z, with the x axis pointing right and the y axis pointing up.

- Lighting: turns Scene view lighting (lights, object shading, etc) on or off.

- Audio: turns Scene view audio effects on or off.

Scene

- To explain the buttons on the top bar of the scene,



Effects button

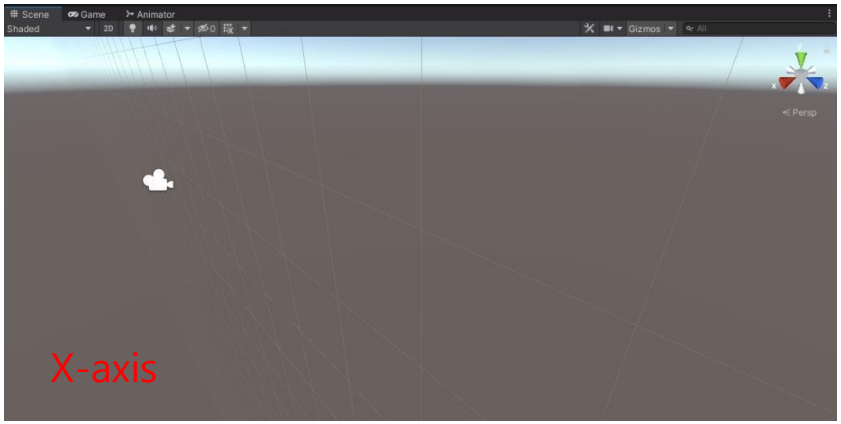
On and off effects such as skybox, fog, postprocessing, etc.

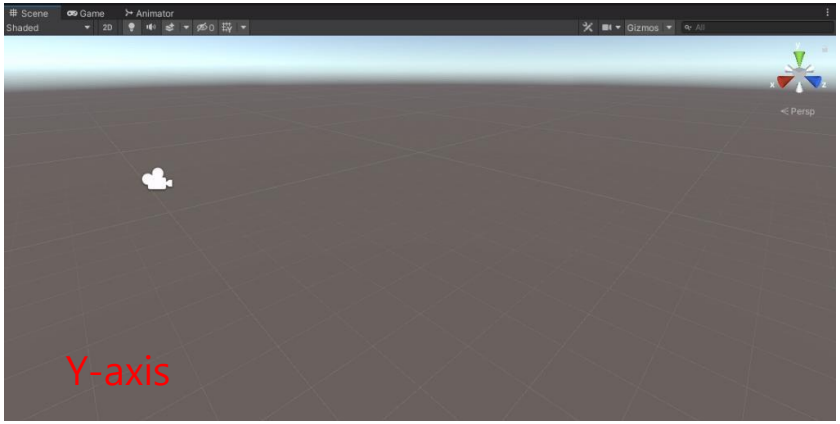
- Skybox: a skybox texture rendered in the Scene's background
- Fog: gradual fading of the view to a flat color with distance from the camera.
- Flares: lens flares on lights.
- Always Refresh: Defines whether or not animated materials show the animation

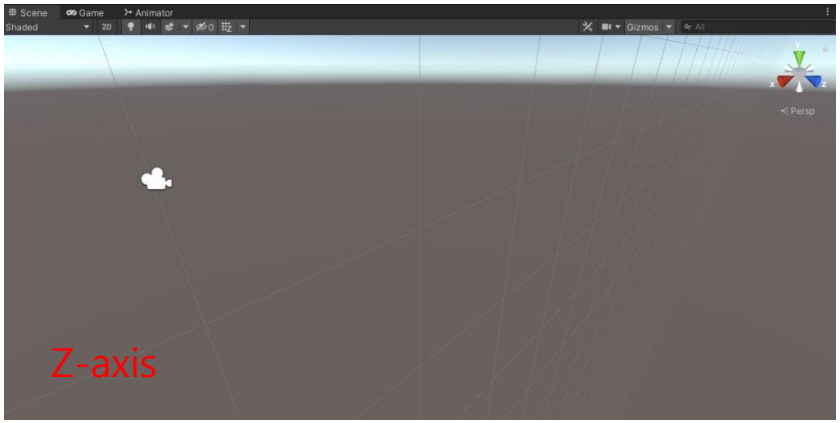
Scene

- To explain the buttons on the top bar of the scene,

Change the view of the grid displayed on the screen.







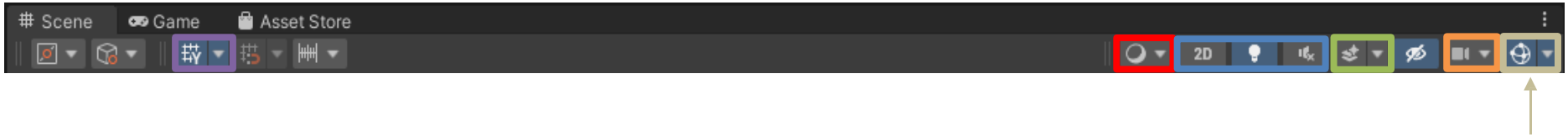
Scene

- To explain the buttons on the top bar of the scene,

Set the view of the editor, such as FOV(Field of View) and camera movement speed, Dynamic Clipping, Clipping Planes, Occlusion Culling, Camera Easing, Min, ,Max.

Scene

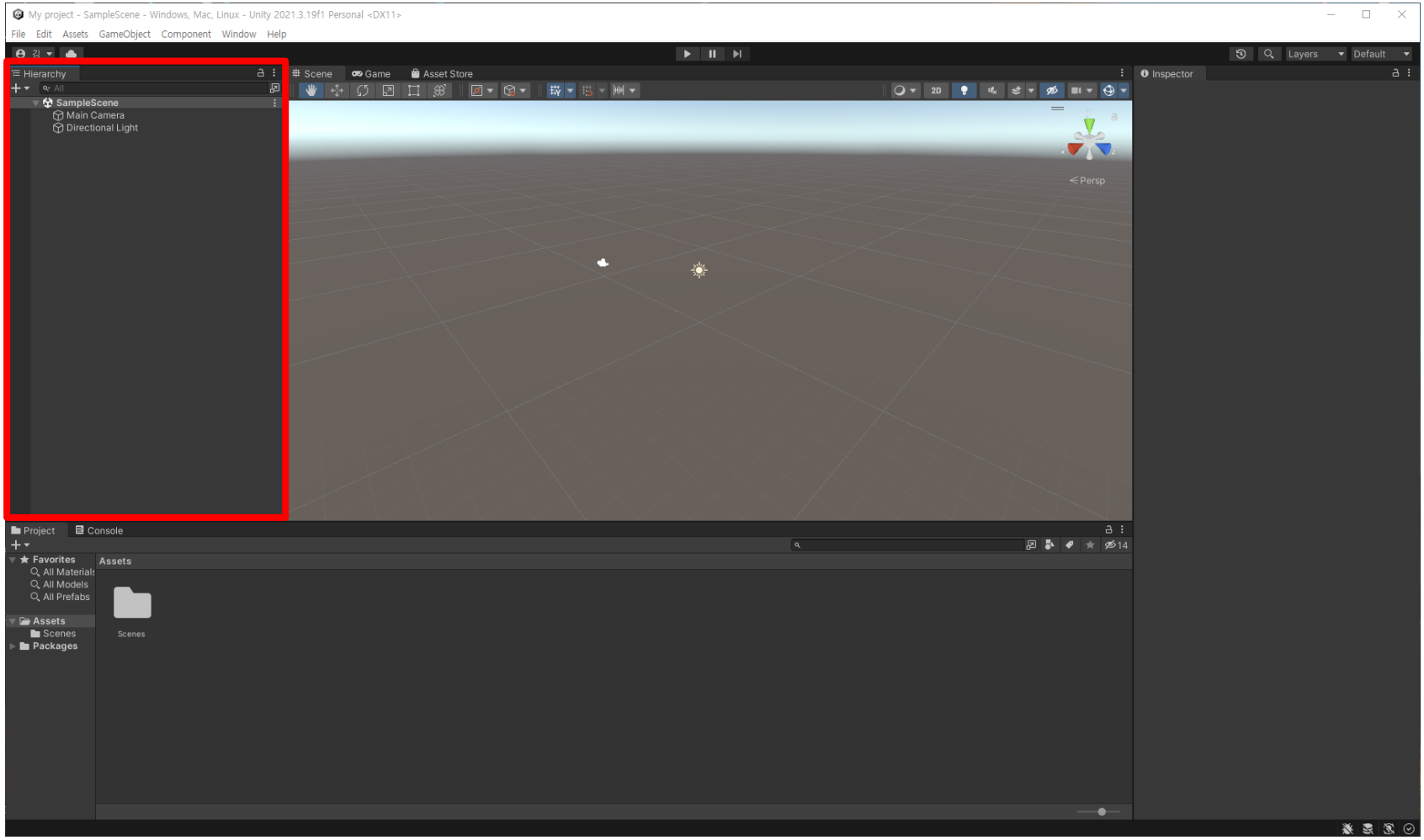
- To explain the buttons on the top bar of the scene,



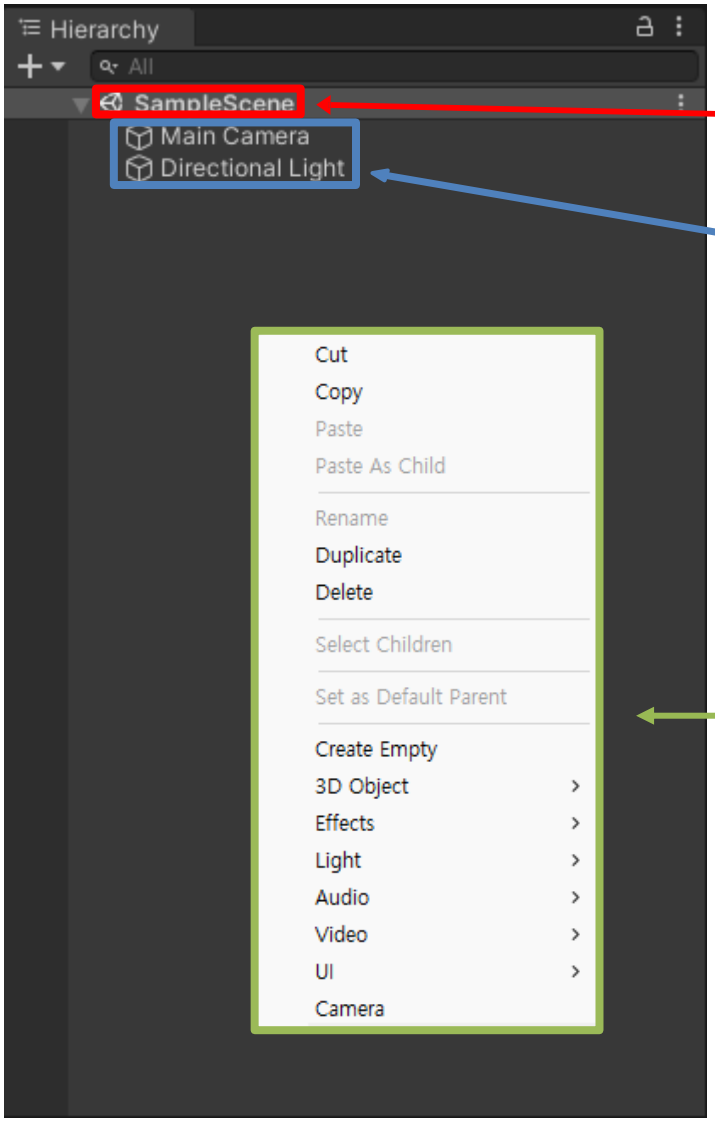
Controls the size or display of Gizmos(Gizmos are graphics associated with Game Objects in the Scene.) displayed on Scene.

Hierarchy

- Hierarchy is located as shown in the following figure.



Hierarchy



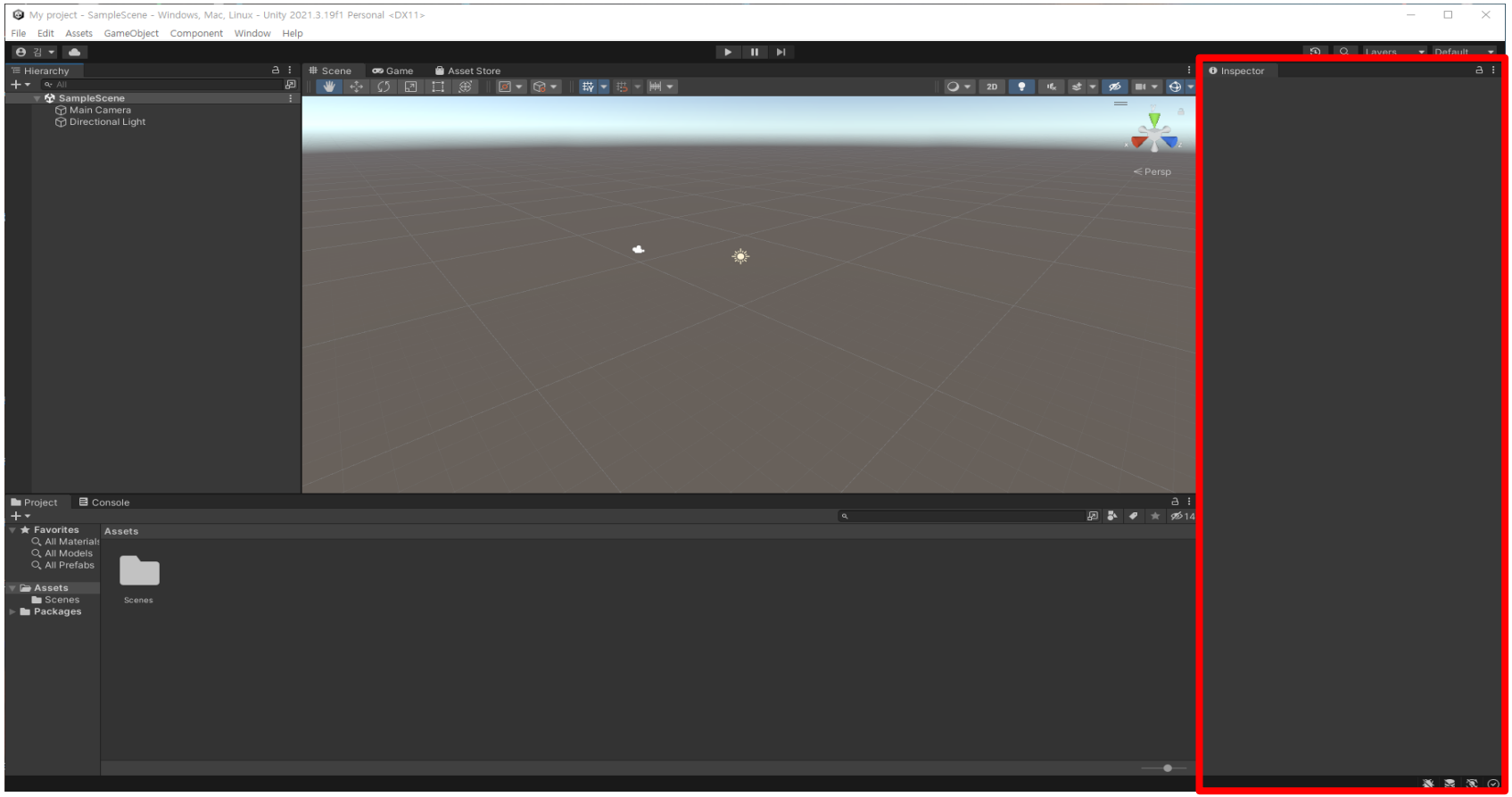
Scene Name

Objects(When double-clicking, the viewpoint moves to the object)

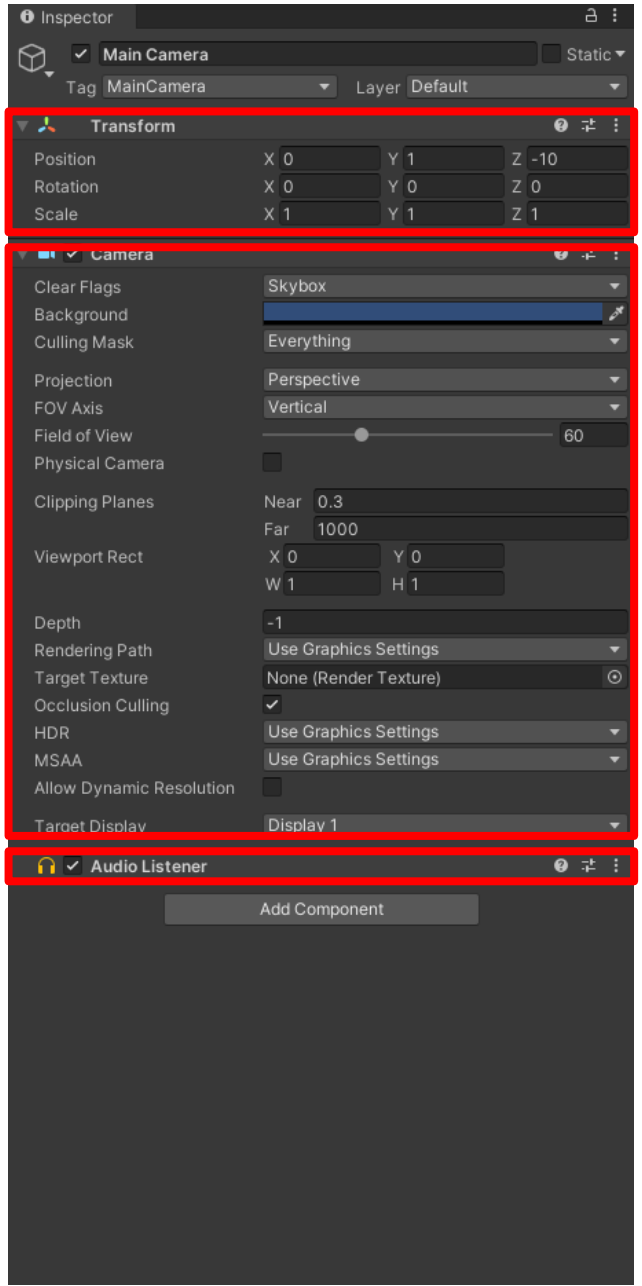
When you right-click an empty space in the Hierarchy, you can perform various functions as shown in the following figure.
ex) create Objects

Inspector

- Inspector is located as shown in the following figure.
- When you click on each object, you will see the corresponding Inspector of the object.



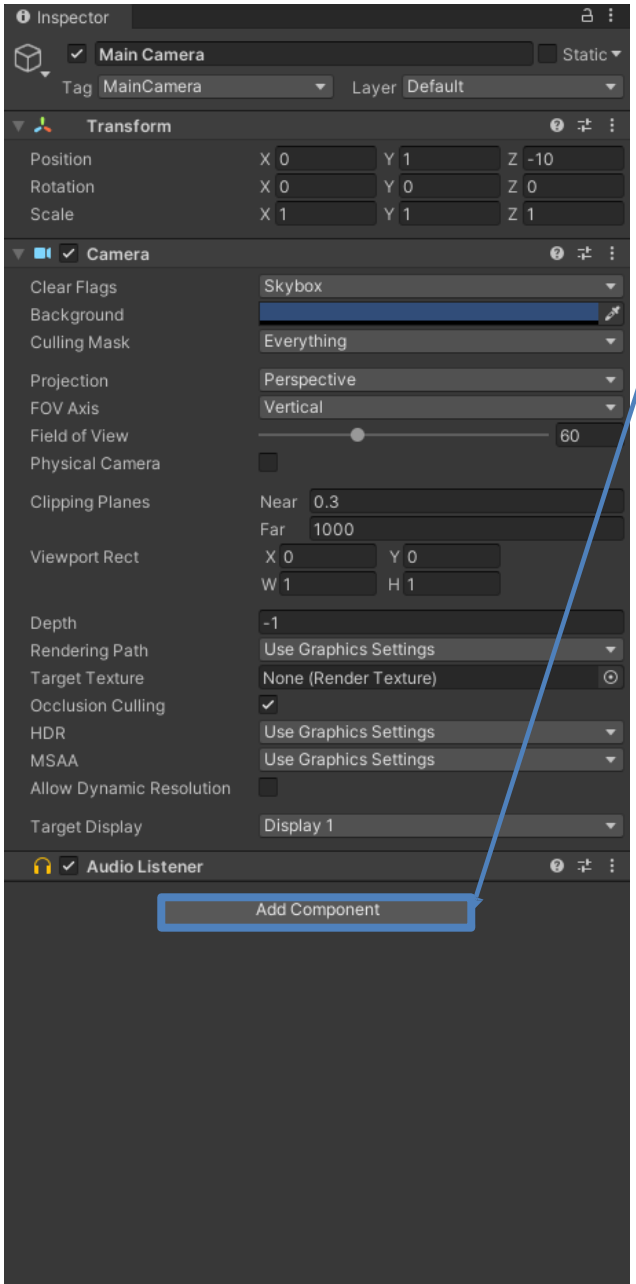
Inspector



- The following figure is the Inspector of the Main Camera.
- Unity works by the relationship between objects and components.
- Other components are optional, but Transform is always applied as Default because it is an object's location, rotation, and size information value.

Components

Inspector

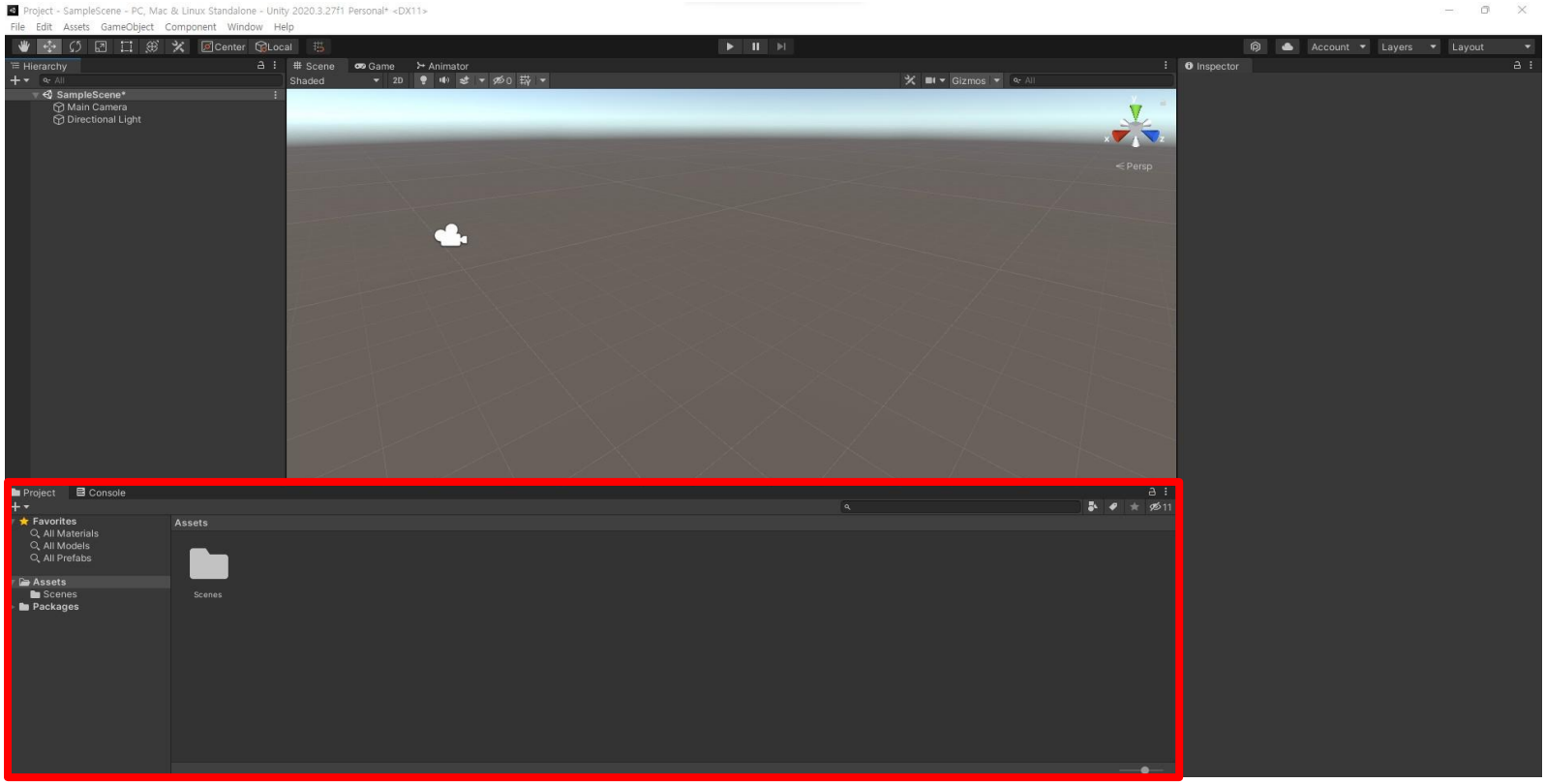


Physical law information, lighting information, etc. can be added, or special components such as cameras can be added to determine the properties of the object.

Also, if you want to add custom actions, you can write your scripts and insert them.

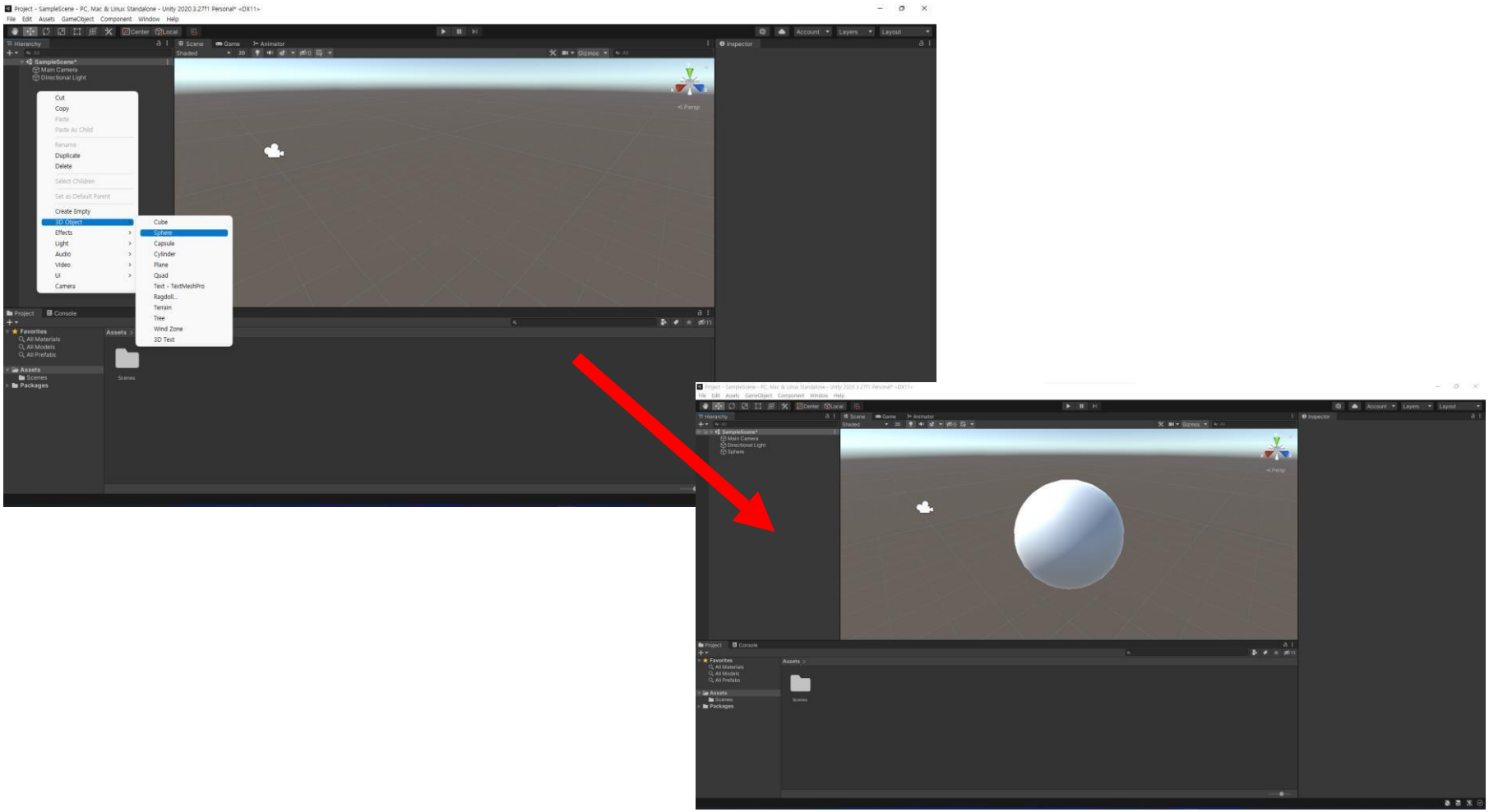
Project and Console

- Project and Console are located as shown in the following figure.
- The project displays folders in the project.
- The console displays warnings and errors occurring in the Unity editor.



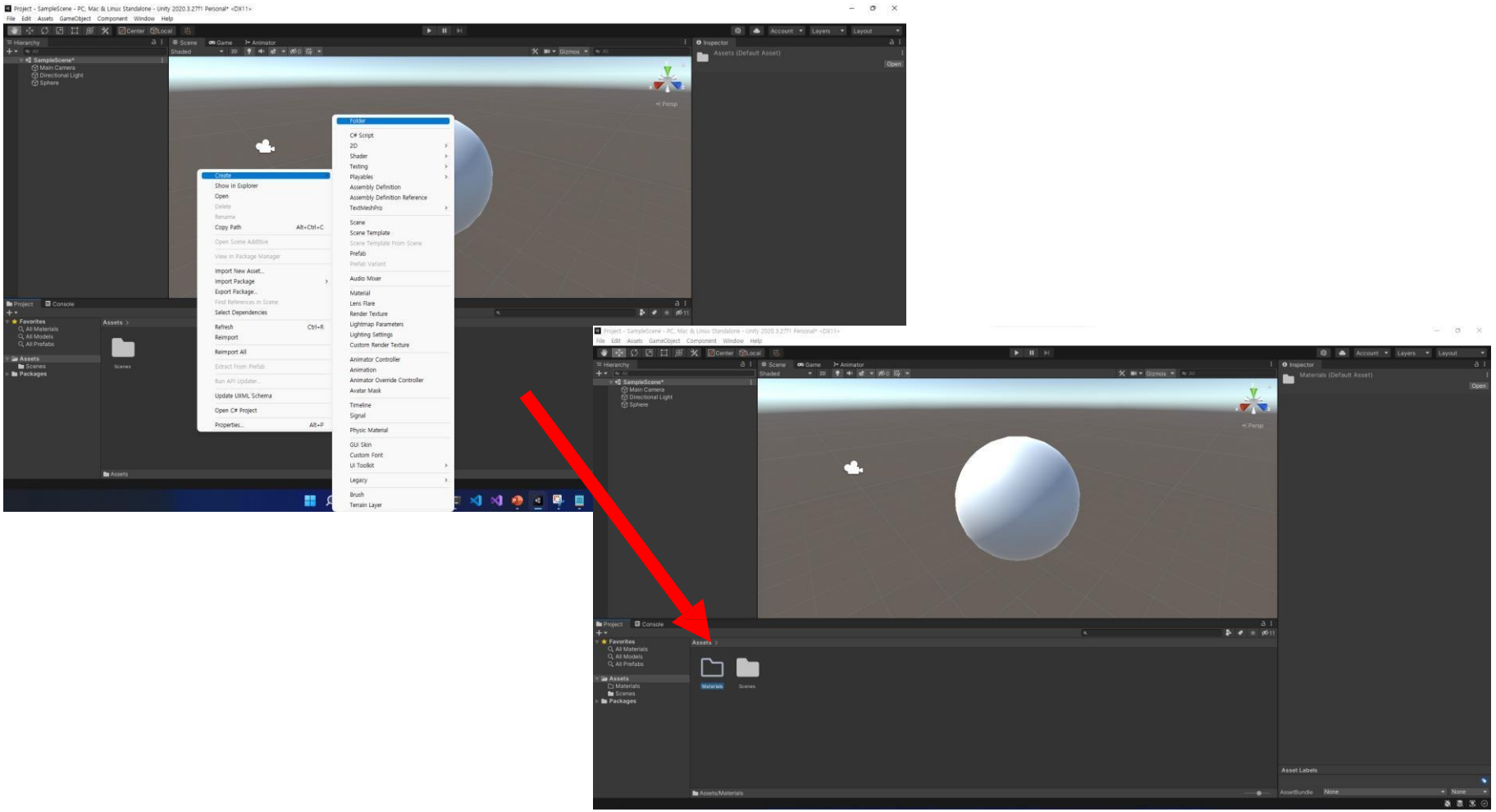
Sphere Rendering

- Right click on the space of the Hierarchy and create a sphere as shown in the following figure.



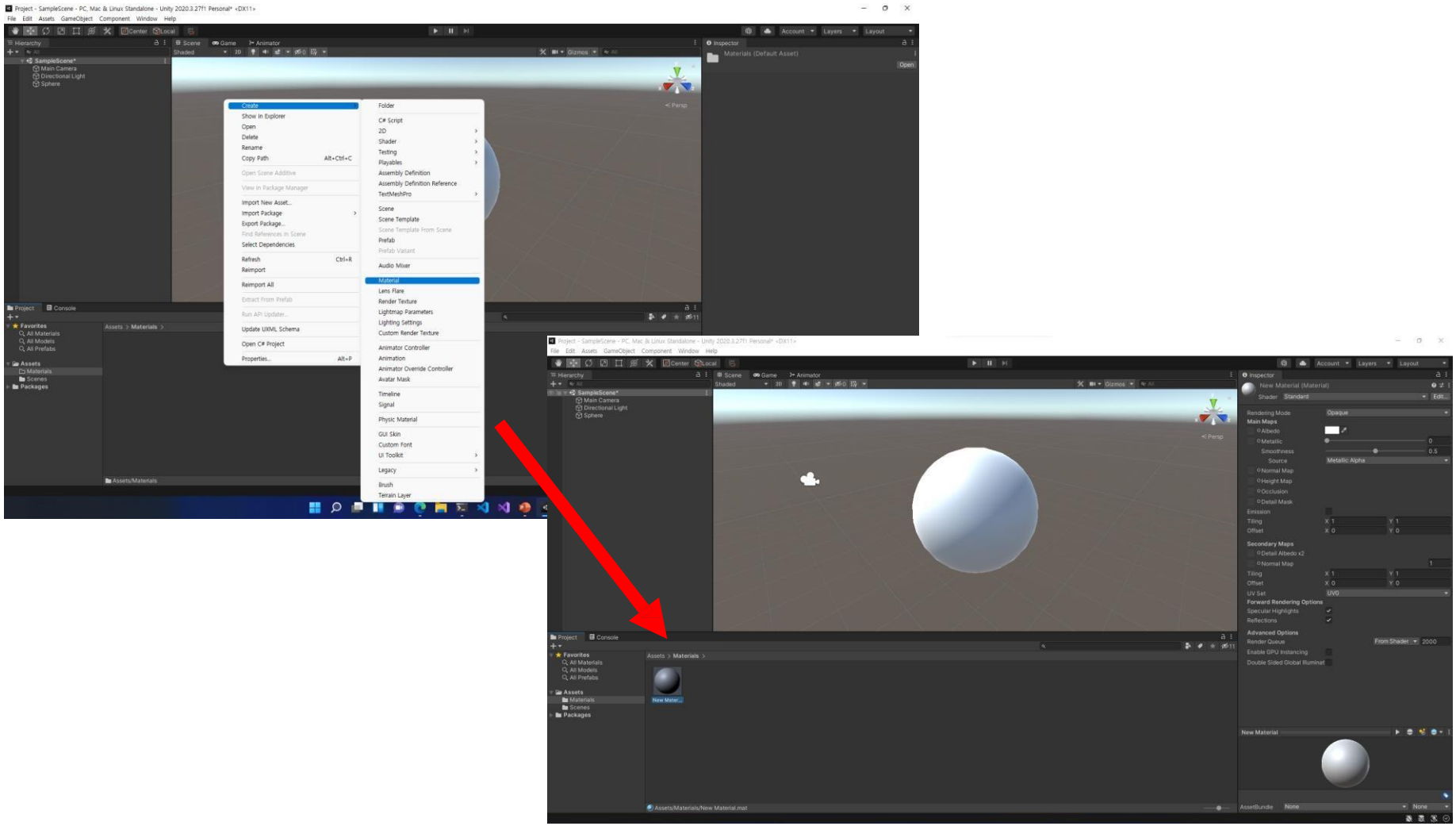
Sphere Rendering

- Right click on the project window and Create → Folder → Create a folder named “Materials”



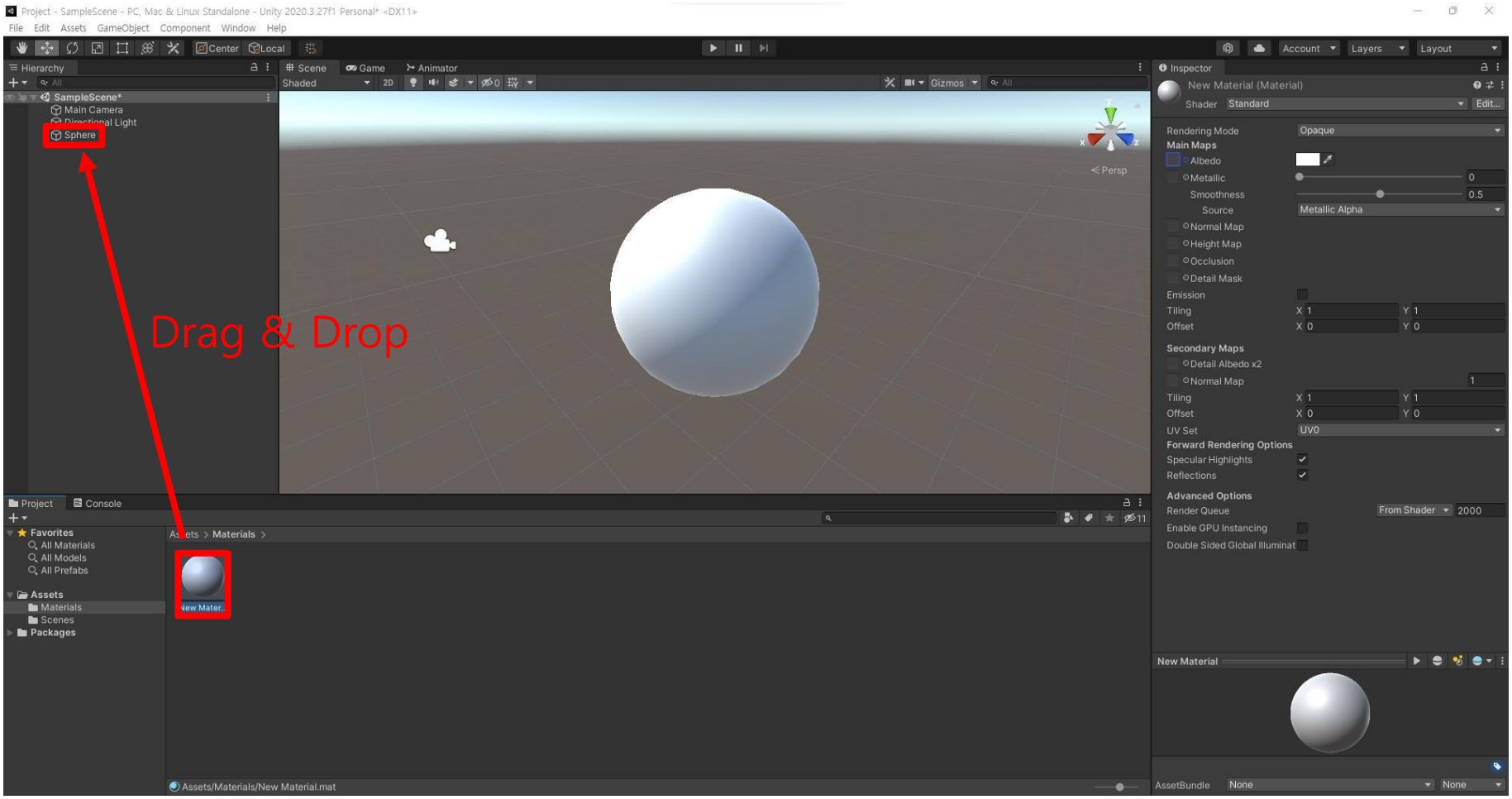
Sphere Rendering

- After moving to the created “Materials” folder, right click → Create → Materials



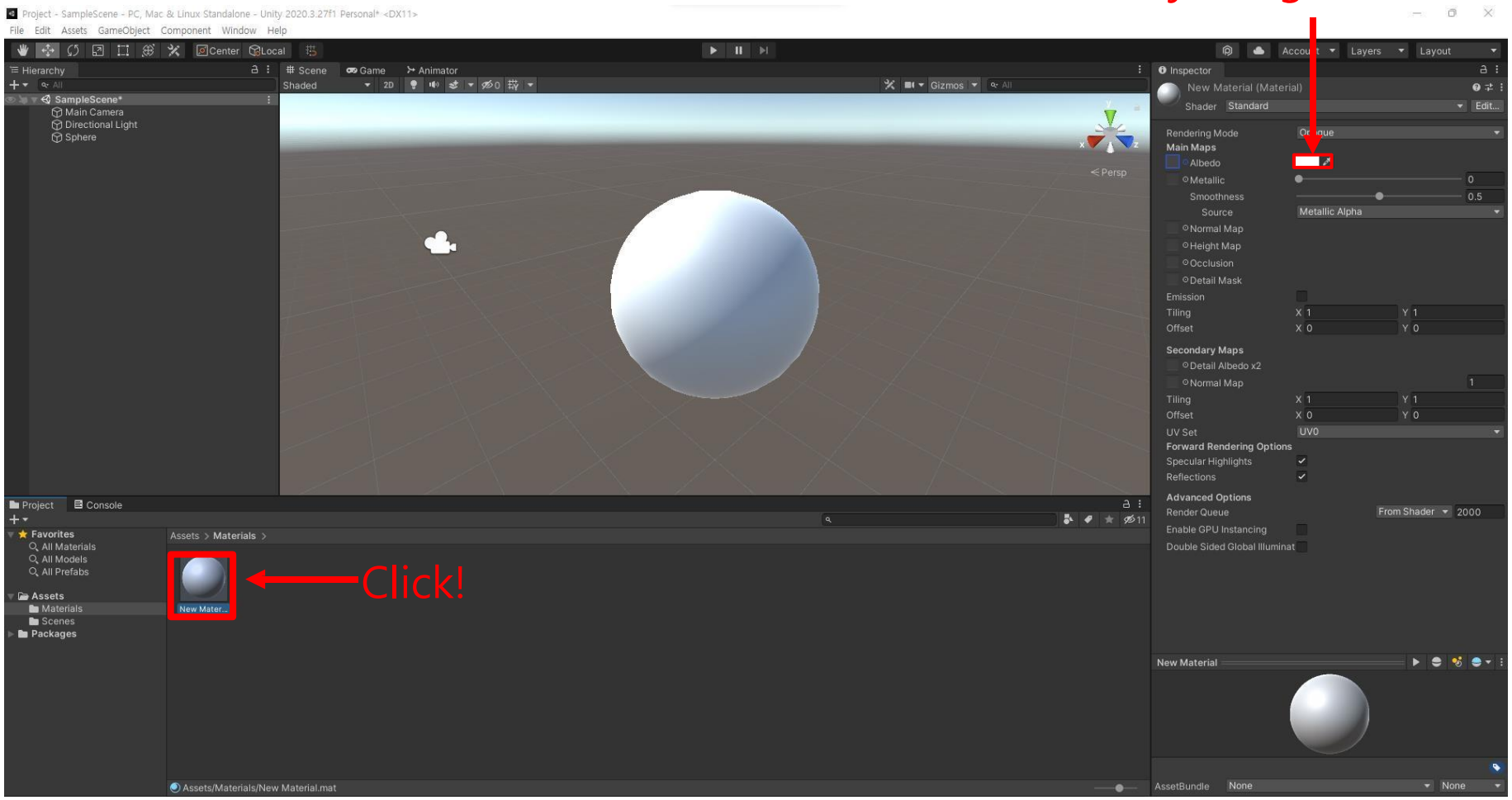
Sphere Rendering

- Drag and drop the created “New Material” file to Sphere Object.



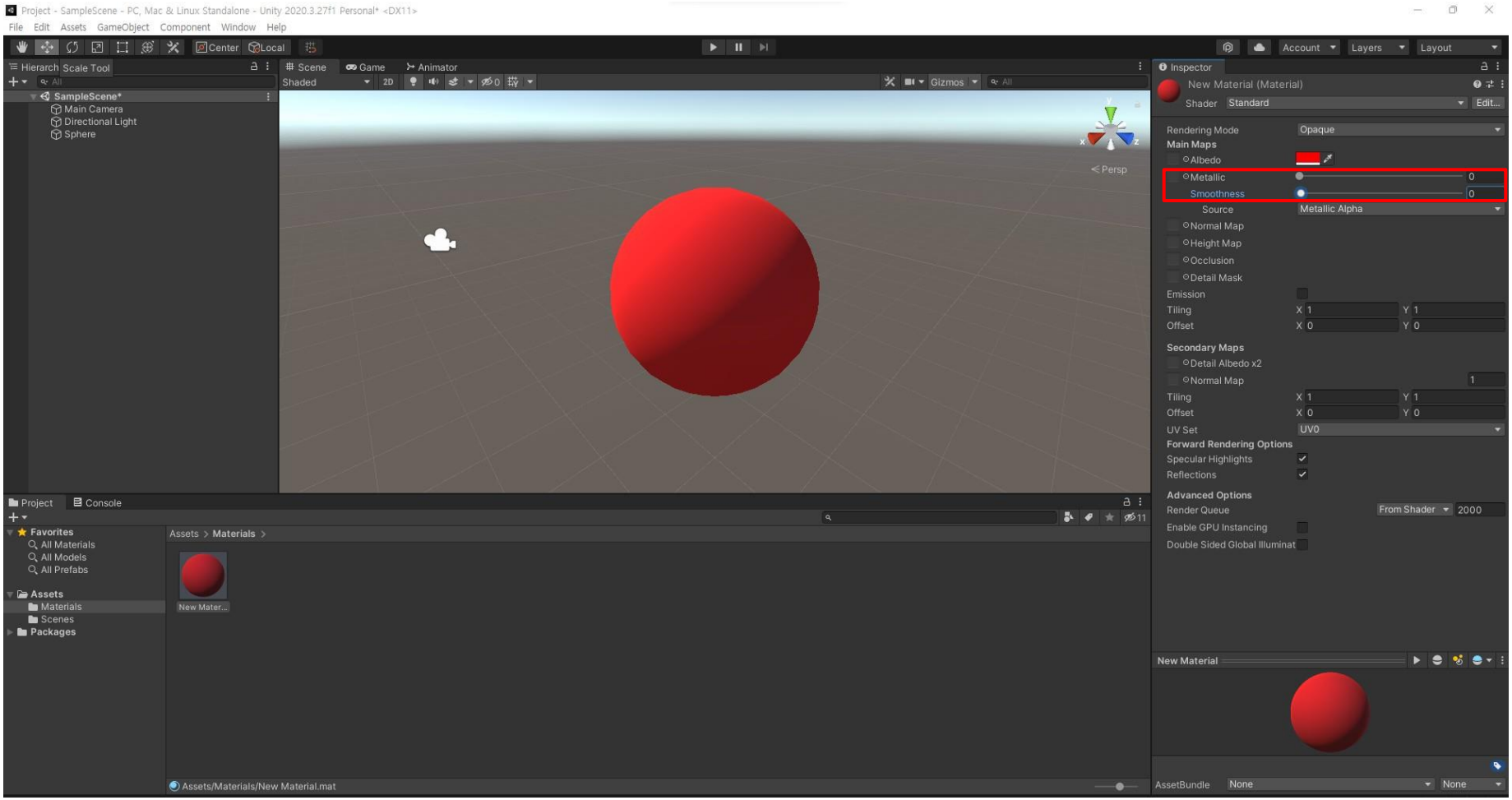
Sphere Rendering

- Click on the “New Material” file in the project, and then adjust the color in the Inspector.



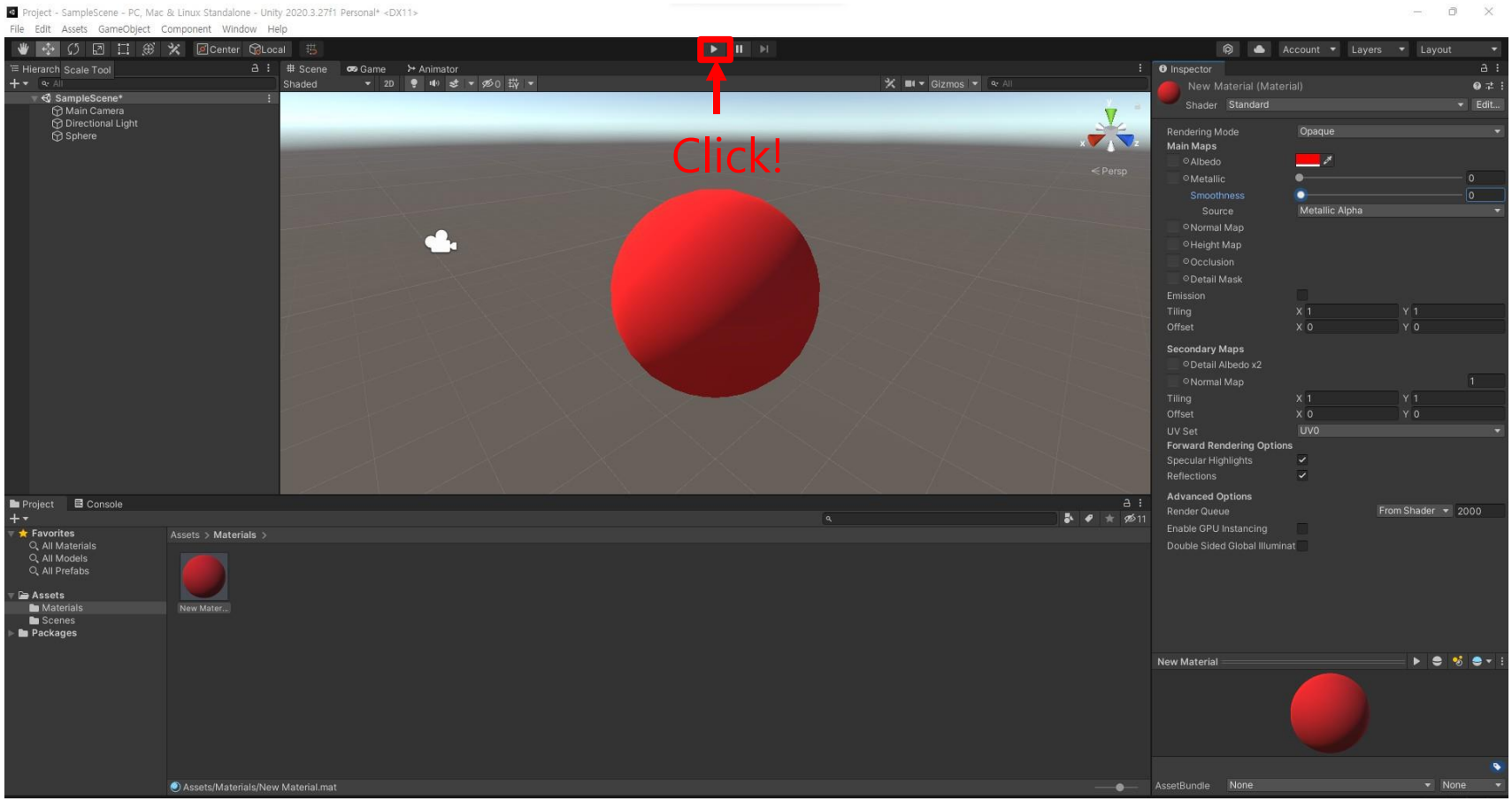
Sphere Rendering

- In addition to colors, you can adjust various things such as Metallic and Smoothness within the material file.



Sphere Rendering

- Now, you can check how Sphere looks from the Main Camera point of view by pressing the Play button( )on the picture below.



Sphere Rendering

- Result (you can stop playing Scene with use button(⏸))