**Unity Tool Overview**

**Interface Overview**

Unity tool consists of Five Panels/Views

1. Scene View
2. Hierarchy View
3. Game View
4. Project Panel
5. Inspector Panel

**Scene View**

* Visually construct your game
* You can see object in 2D/3D

**Game View**

* Preview your game
* Active when click on play button

**Hierarchy View**

* Shows all game objects using in scene view
* Parent objects

**Project Panel**

* Show all assets used in game
* Quick access to everything used in building games
  + Scripts
  + 3D models
  + Video/audio
  + Textures

**Inspector Panel**

* Content sensitive panel
* Shows the properties of object of selecting panel

**Play Controls**

Scene Controls Button:

* Top left
* Manipulate scene visually

Layers Dropdown: At Top Right

* Show different options to see layers

Layout Dropdown: At top right besides Layers

* To switch between different layouts of unity interface

Unity uses an entity-component system to build its GameObjects. This means all GameObjects are containers for components which can be attached to give it its behavior and properties. Here are a few examples of the components Unity has built-in:

* Tranform: Every GameObject comes with this **component**. It holds the position, rotation and scale of a GameObject.
* Box Collider: A collider in the shape of a cube which can be used to **detect collisions.**
* Mesh Filter: The mesh data which is used to show a 3D model.

**Overview in Details**

**Unity Tool Overview**

Scene View

* Visually construct your game
* You can see object in 2D/3D

E:\Lecturer\Game Development\Unity\samples\1.png

**Hand tool: Q shot key**

* Mouse: Left click
  + Change position
* Mouse right click + Alt button
  + Zoom in/out

**Translate Button: W short key (Move Tool)**

* Move objects in x, y and z direction

**Rotate Button: E short key (Rotate Tool)**

* Rotate objects in x, y and z direction

**Scale Button: R short key (Scaling Tool)**

* Scale objects in x, y and z direction
* Center point to keep dimension same
* Recommended: use center point to keep proportion