ANSWERS TO QUIZZES

CHECK YOUR ANSWERS AND SEE HOW MUCH YOU KNOW ABOUT UNITY… ☺

Quiz 1

1. The shortcut to open the **Console** window is CTRL + 1. **False**

2. The shortcut to open the **Project** window is CTRL + 2. **False**

3. The **Viking Village** project was created for Unity 5. **True**

4. The **Console** window can display all the objects included in your scene. **False**

5. The **Project** window can display messages or errors from your code. **False**

6. Once an asset has been downloaded in the scene, it is not available in other scenes within the same project. **False**

7. Once an object has been deactivated (i.e., using the tick box in the **Inspector**) it will be deleted from your project for ever. **False**

8. To make some objects children of other objects, you can select the option: **GameObject |Create Child**. **False**

9. Unity is using a right-hand coordinate system. **False**

10. Help on Unity is only available online (i.e., you need to be connected to the Internet to access it). **False**

Quiz 2

1. In Unity, all files and scenes are always saved in the folder **Assets**. **False**

2. When importing a package, any of its items can be imported selectively. **True**

3. For each texture used in Unity, a corresponding material is created automatically. **True**

4. The **RGB** code is used for colors. **True**

5. The key *Q* is the shortcut for the **Move** tool. **False**

6. The key *R* is the shortcut for The **Scale** tool. **True**

7. The **Rect** tool can be used to select all objects in a particular area. **False**

8. In Unity 5, the **Third-Person Controller** includes a built-in camera that follows its movement by default. **False**

9. The syntax "**t:material**" in the **Project**'s search window will return objects for which the label includes the letter **t** or the word **material**. **False**

10. It is possible to see the content of both the **Game** view and the **Scene** view at the same time. **True**

Quiz 3

1. The shortcut to move an object is Q. **False**

2. The shortcut to rotate an object is R. **False**

3. The **Ambient Lighting** can be modified using the menu **Windows|Lights**. **False**

4. **Intensity** is an attribute of both **Ambient** and **Point lights**. **True**

5. If no lights have been added to the scene, the scene will be completely dark. **False**

6. New objects are always created at the position **(0,0,0)**. **False**

7. **Tiling** is one of the attributes of all textures used in a scene. **True**

8. Once a texture has been applied to an object it cannot be replace later. **False**

9. A tiling property of (1,1) means that the picture will be repeated once on both the x- and y-axes. **True**

10. The shortcut *CTRL +D* is used to delete an object. **False**

Quiz 4

1. A viewport is a circular area that defines where the content captured by a camera will be displayed onscreen. **False**

2. The position of a child object is always determined based on the position of the parent. **True**

3. Once a terrain has been created it can't be modified. **False**

4. It is possible to create a mountain (hill) with Unity. **True**

5. It is necessary to flatten a terrain before raising or lowering any area. **True**

6. The package called **Environment** includes all necessary assets to create water and trees. **True**

7. Once trees have been created they can't be removed. **False**

8. It is possible to create a terrain with hills and valleys from a simple box object. **False**

9. The content of only one camera can be displayed onscreen. **False**

10. The content of a camera always fills-up the entire screen. **False**