Cornell Notes	Topic/Objective: Unity	Name: Felicity Taylor				
		Class/Period:				
AVID® Decades of College Dreams		Date:				
Essential Question:						
Questions:	Notes:					
Hierarchy	the scene.	The hierarchy is the window on the left of the unity window that holds all of the assets within the scene.				
Unity Hub	The Unity Hub is a tool used to m	The Unity Hub is a tool used to manage your projects and the Unity editor.				
	The Designer Manageria where	The Deckers Manager is subare you install recession and sounded in selection that add to the				
Package Manager	unity editor.	The Package Manager is where you install, remove, and update packages that add to the unity editor.				
LTS	LTS (also known as Long-Term S	LTS (also known as Long-Term Support) is an update to Unity that only happens once a year				
	Unity Dackages are collections of	f Unity assets or factures that halp do different things in your				
Unity Packages	project collections of	Unity Packages are collections of Unity assets or features that help do different things in your project				
Scale Tool	The Scale Tool can change the d	The Scale Tool can change the dimensions of an object in the scene				
Installs Tab	The installs tab is where you man	The installs tab is where you manage and configure the installs in the Unity Hub				
Primitives	Primitives are game chicete that	Primitives are game chiects that are basic 3D shapes				
r i i i i i i i i i i i i i i i i i i i	Frimitives are game objects that a	Primitives are game objects that are basic 3D shapes				
Modules	Modules are additional componer	Modules are additional components you can add to Unity				
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Summary:						

Questions:	Notes:			
Summary:				