




Cornell Notes 	Topic/Objective: Unity	Name: Felicity Taylor
		Class/Period:
		Date:

Essential Question:

Questions:	Notes:
Hierarchy	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 manage your projects and the Unity editor.
Package Manager	The Package Manager is where you install, remove, and update packages that add to the unity editor.
LTS	LTS (also known as Long-Term Support) is an update to Unity that only happens once a year
Unity Packages	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 dimensions of an object in the scene
Installs Tab	The installs tab is where you manage and configure the installs in the Unity Hub
Primitives	Primitives are game objects that are basic 3D shapes
Modules	Modules are additional components you can add to Unity

Summary:

[illegible]

