|  |  |  |  |
| --- | --- | --- | --- |
| **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:** | | | |
|  | | | |
|  | | | |
|  | | | |
|  | | | |
|  | | | |
| **Questions:** | | **Notes:** | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
|  | |  | |
| **Summary:** | | | |
|  | | | |
|  | | | |
|  | | | |
|  | | | |

