**Lab 2: - Unity - Interface**

**Aims of this lab session:**

To learn the essentials of the Unity interface and how to create basic game objects and position them in 3D space.

**Tasks**:

1. Start the Unity and create a project called Lab2\_UnityInterface
2. Familiarize the screen layout: Scene View, Game View, Hierarchy View, Inspector View and Project View.
3. You shall be able to find and see the Main Camera in your game world. Note that, if you don’t see the camera or it’s not in the centre of the Scene View, move your cursor so that it’s insidethe Scene View, then type the key F. You may use this way to centre or find any game object in the game world.
4. Create game objects (cube, sphere, etc.) – you may want to try different ways (e.g. pressing different menus) to do so.
5. Navigate the Scene View – look around 3D objects by rotation, panning and zooming.
6. Control the game objects – move and rotate them. Note that the x, y and z axis (their direction and color). You may also resize the game objects by dragging the tip of axes.
7. Game View – shows how the game will look when run. Note that, if you cannot see your game world in the Game View, it’s because your camera is not looking in the right direction – learn how to align the Game View with the Scene View, how to adjust the camera’s settings or even move the light for different atmosphere.
8. Now, practice what’s been demonstrated, and answer the following questions: (Task 2)
9. Using your own words to explain, briefly, what the Scene view, Hierarchy view and Inspector view are respectively and their main functionalities (roles).
10. How to move, rotate and zoom a game object? Provide two options to do so. What are the main difficulties to control the objects, if any, according to your opinion?
11. Look at your unity project folder in your laptop/PC. Many files and sub-folders, right? What are files/folders the most essential (to backup) and what folders/files are actually generated by Unity itself (which could be removed to deploy the project)?