# Notes

These instructions are meant as a guide, and may be modified as desired or required. You may run this at your own pace. These are intended for instructors who know the concepts already and assume that the content provided in the slides associated with this document has also been presented.

# UI Walkthrough

Begin by resetting your layout to the default:

Window > Layouts > Default

Walk through each section of the UI:

* Hierarchy
  + GameObject create, select
* Inspector
  + Edit transform for an object
  + Show camera as example of components and their editors
* Scene
  + Use tools to move the Main camera object around
  + MMB for Pan
  + RMB for Pivot (rotate)
  + LMB for select and drag select
  + WSAD for movement
* Game
  + Triggered on pressing play
* Project
  + Filters
  + Create options
  + Searching
* Console
* Menus
* Main/Top Toolbar
  + Hand, Translate, Rotate, Scale
  + Global/Local Transform Tools
  + Play/Pause

Demo that the UI can be dragged around to adjust as desired and saved in the Window > Layouts menu, or using the top rightmost drop-down (which should display Default at the moment unless customized).

# Demo #1

1. Create a Plane
   * Pos 0,0,0
   * Scale 10,10,10
   * Name “Ground”
2. Add a directional light
   * 0,0,0
3. Add a sphere
   * Name “PlayerSphere”
   * Position it above the ground, in front of the camera
4. Select the light and change shadow type to Hard Shadows
5. Add a folder to assets named Materials
6. Add a material to that folder named GroundMat
   * Colour 115, 206, 79 (or similar, green)