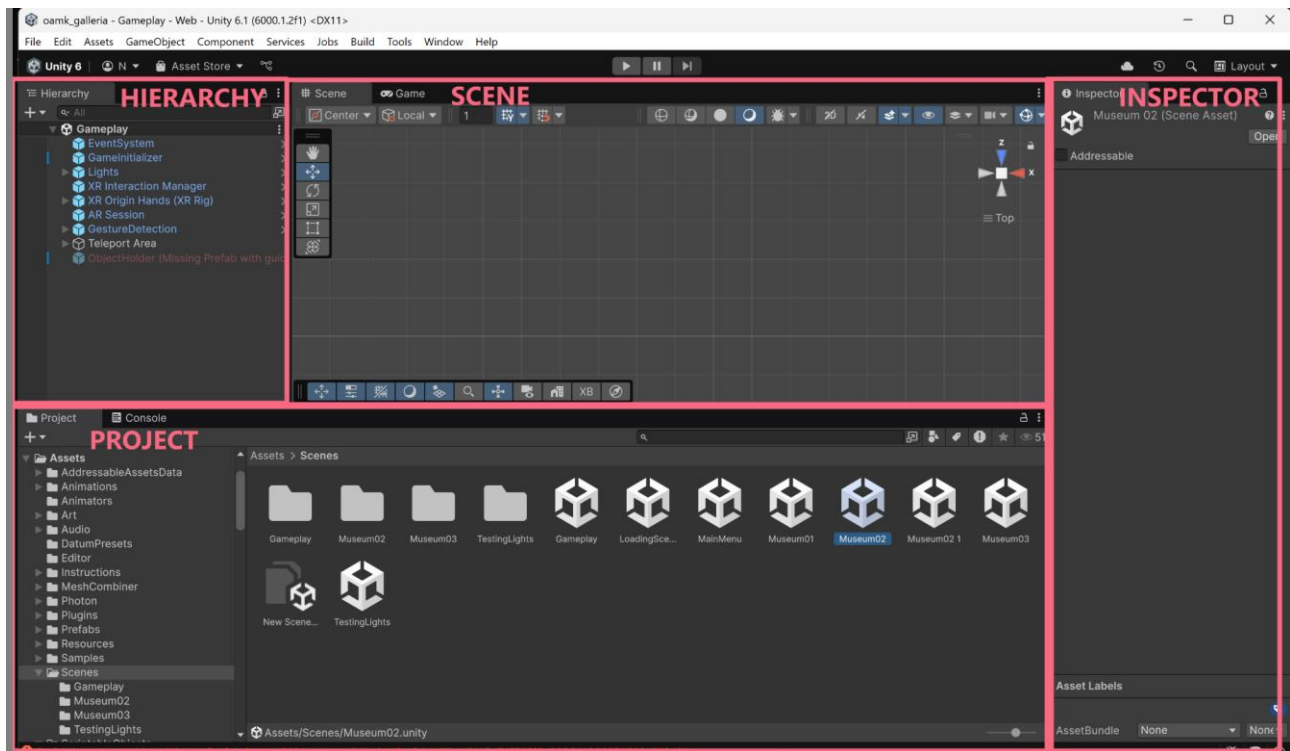


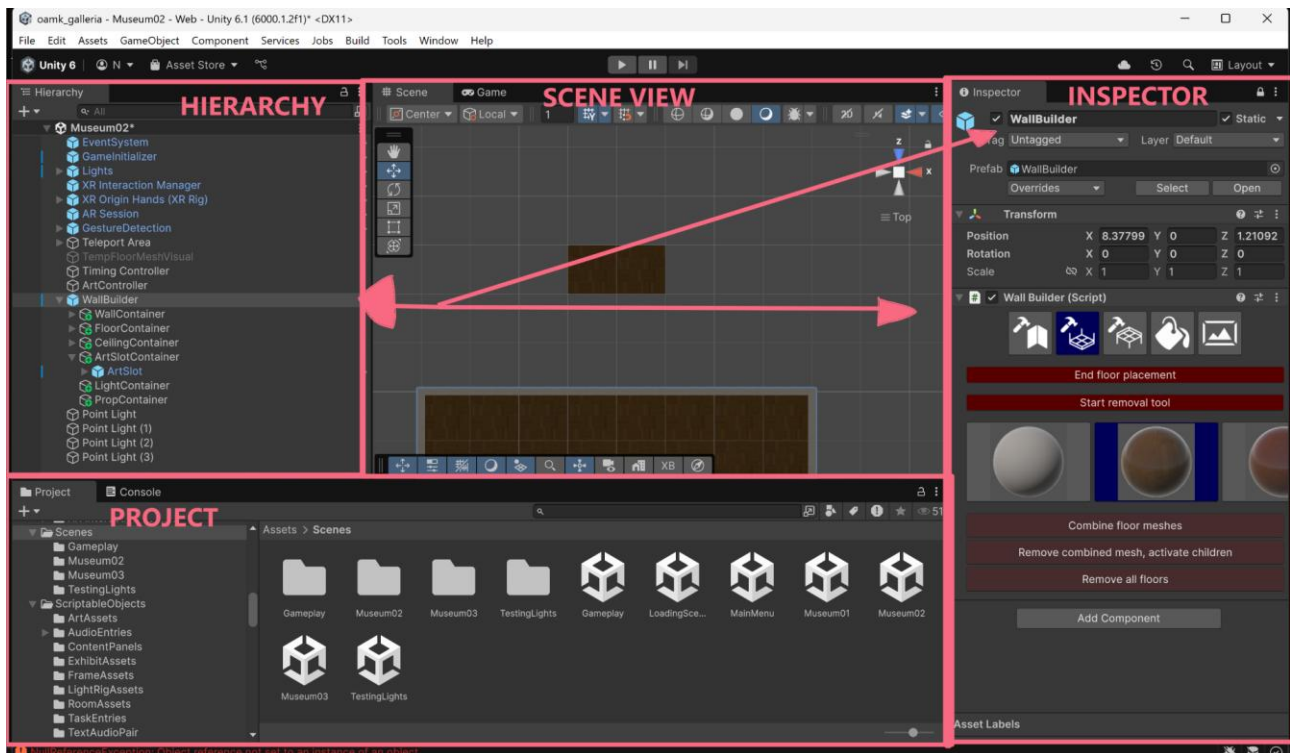
OPENING A SCENE



Unity -window is divided into separate smaller windows within the editor. At first, we focus on the "Project" -window on the bottom left.

Click "**Project**" -window from the bottom left. That will show you the folder structure of the Unity project. Manage yourself to "Assets" -> "Scenes" in the folders. Once you have clicked "Scenes" - folder, the contents of that folder will appear on the bottom middle of the Unity window.

There are objects with the Unity Cube -icon and objects with the folder icon. The objects with the cube icon (e.g. Museum02, highlighted in blue in the image) are scenes. Double-click "Museum" -scenes (e.g. Museum02) to open it. Museum02 is a template scene, that includes the gallery editor tools.



Hierarchy is a list of all the objects in the scene, walls, floors, lights etc. They are organized so, that all Wall segments are children of "WallContainer" and "WallContainer" is a child of WallBuilder.

Inspector is a window, where you see all the properties of the selected object. You can change the object's position and size in there. The **gallery editor tools** will also appear in the Inspector, once WallBuilder or ArtSlot is selected in the **hierarchy**.

On the **scene** you can see the scene which is being edited. Using the custom inspector, you can build a gallery in the scene view. You can move around in the Scene view using a mouse. (If you want to **focus** the camera on a specific object, click the object on the Hierarchy and then click Ctrl+F)

In the **Project** window you can find all the folders in the project. (Assets, scenes, instructions, scripts, etc.) You can use this window to navigate to different scenes or folders.

In the **hierarchy** (top left) window, you have all the objects in the "Museum" -scene organized. Click "WallBuilder" -object in the hierarchy. The properties of the **WallBuilder** (or any chosen object) will appear on the right window, **Inspector**. In the inspector we can see, that the Wall Builder -object has a component called "Wall Builder (Script)." This component is a tool you can use to create and edit the gallery. You can use this tool in the inspector.