

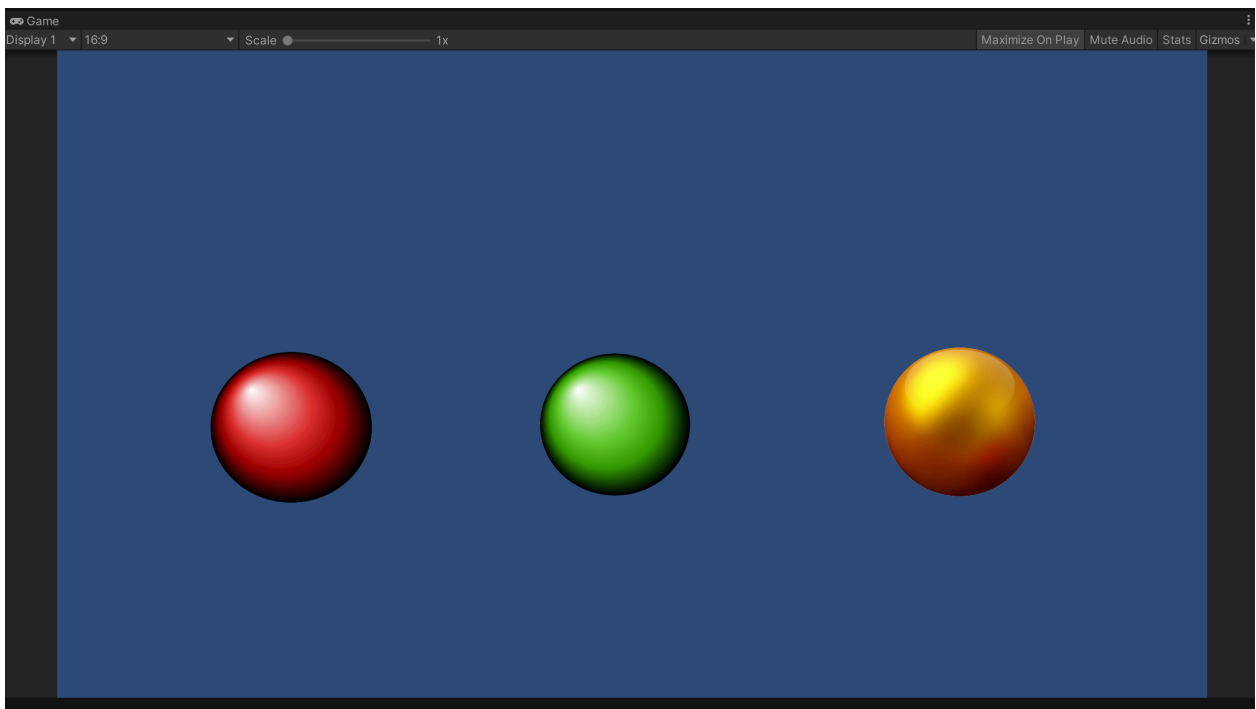
# Introduction to C# programming and Unity

## Week 3 - Exercise 10

### Introduction to sprites

Sprites are graphical assets in the 2D frame in unity. Exercise 10 is all about inserting objects into the scene.

1. Create a new folder named 'sprites' under the scenes folder in the "project" window.
2. Add three sprites in the created folder. I have considered 3 balls here.
3. Drag all the three sprites onto the "Hierarchy" window.
4. Press the play button to view the sprites in the game view



Simple view of the sprites in the 2d gaming space