界面

功能界面

Rendering

Lighting Settings

Light Explorer

Occlusion Culling

Animation

Animation

Animator

Audio

Audio Mixer

Sequencing

Timeline

Analysis

Profiler

Frame Debugger

Physics Debugger

2D

Sprite Editor

Sprite Packer

AI

Navigation

设置界面

Build Settings

Preferences

Project Settings系列界面设置

Input Manager

Tags and Layers

Audio Manager

Time Manager

Player Settings

Physics Manager

Physics 2D Settings

Quality Settings

Graphics Settings

Editor Settings

Script Execution Order

Preset Manager

资源导入

模型与动画，图片，声音

控件

Effects

Halo

Lens Flare

Line Renderer

Particle System

Projector

Trail Renderer

Event

Event System

Event Trigger

Graphic Raycaster

Physics 2D Raycaster

Physics Raycaster

Standlone Input Module

Touch Input Module

Layout

Aspect Ratio Fitter

Canvas

Canvas Group

Canvas Scaler

Content Size Fitter

Grid Layout Group

Layout Element

Rect Transform

Vertical Layout Group

Mesh

Mesh Filter

Mesh Renderer

Skinned Mesh Renderer

Text Mesh

TextMeshPro

Miscellaneous

Aim Constraint

Animation

Animator

Billboard Renderer

Grid

Look At Constraint

Parent Constraint

Particle System Force Field

Position Constraint

Rotation Constraint

Scale Constraint

Sprite Mask

Sprite Shape Renderer

Terrain

Wind Zone

Navigation

Nav Mesh Agent

Nav Mesh Obstacle

Off Mesh Link

Physics

Box Collider

Capsule Collider

Character Controller

Character Joint

Cloth

Configurable Joint

Constant Force

Fixed Joint

Hinge Joint

Mesh Collider

Rigidbody

Sphere Collider

Spring Joint

Terrain Collider

Wheel Collider

Playables

Playable Director

Rendering

Camera

Flare Layer

GUI Layer

GUI Text

GUI Texture

Light

Light Probe Group

Light Probe Proxy Volume

LOD Group

Occlusion Area

Occlusion Portal

Reflection Probe

Skybox

Sorting Group

Sprite Renderer

Streaming Controller

UI

Button

Dropdown

Effects

Image

Input Field

Mask

Raw Image

Rect Mask 2D

Scrollbar

Selectable

Slider

Text

Toggle

Toggle Group

Video

Video Player

动画

Timeline

物理

声音

导航

UI

灯光

粒子

优化

AssetBundle

Shader

环境

地形和树木，灯光，粒子，Shader，

战斗

动画，Timeline，物理，寻路，UI，声音

底层

AssetBundle，优化

树木和地形

组件：

Terrain

Wind Zone

Tree资源

灯光

界面：

Lighting Settings

Light Explorer

组件：

Light

Light Probe Group

Light Probe Proxy Volume

Reflection Probe

粒子：

组件：

Particle System

Shader：

动画：

界面：

Animation

Animator

组件：

Animator

资源：

Mode和动画

Timeline：

界面：

Timeline

组件：

Playable Director

物理：

组件：

Box Collider

Capsule Collider

Character Controller

Constant Force

Mesh Collider

Rigidbody

Sphere Collider

Terrain Collider

Wheel Collider

寻路：

界面：

Navigation

组件：

Nav Mesh Agent

Nav Mesh Obstacle

Off Mesh Link

UI：

组件：

Button

Dropdown

Effects

Image

Input Field

Mask

Raw Image

Rect Mask 2D

Scrollbar

Selectable

Slider

Text

Toggle

Toggle Group

Layout

Aspect Ratio Fitter

Canvas

Canvas Group

Canvas Scaler

Content Size Fitter

Grid Layout Group

Layout Element

Rect Transform

Vertical Layout Group

Event

Event System

Event Trigger

Graphic Raycaster

Physics 2D Raycaster

Physics Raycaster

Standlone Input Module

Touch Input Module

声音：

界面：

Audio Mixer

组件：

优化：

界面：

分析界面：

Profiler

Frame Debugger

Physics Debugger

Stats

其他界面：

Sprite Editor

Sprite Packer

Occlusion Culling

组件：

LOD Group

Camera

Occlusion Area

Occlusion Portal