

Unit 1: Unity Editor

Lesson 1: Unity interface and its windows

Activity 2 (🕒 10' minutes): **Gap text**

Fill the gaps with the words you've heard in the video.

Unity interface is made up by 5 main windows:

- The window where we virtually build our game, it allow us to interact, change and move our GameObjects, is the **scene** view.
- The window that displays all the files we have on our computer, e.g. models, textures and scripts, which are also defined as **assets**, is the **project** view.
- The window that shows each models currently used in our game is **hierarchy**. GameObjects in this tab can be rearranged and grouped together to create GameObject families: the GameObject at the top of each group is the **parent**; those grouped inside of it are its **children**.
- The context-sensitive window is the **inspector**, which shows every component and property of the GameObject selected.
- The window that allows us to **preview** our game in the editor, by using the play controls in the toolbar, is the **game** view.

The toolbar contains the transform tools used to manipulate and navigate the scene, the **gizmo** toggles which allows us to switch between **center** or **pivot** point rotation and local or global **world space** navigation.