# 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 _____ view.
- The window that displays all the files we have on our computer, e.g. models, textures and scripts, which are also defined as _____, is the _____ view.
- The window that shows each models currently used in our game is _____. GameObjects in this tab can be rearranged and grouped together to create GameObject families: the GameObject at the top of each group is the _____; those grouped inside of it are its _____.
- The context-sensitive window is the _____, which shows every component and property of the GameObject selected.
- The window that allows us to _____ our game in the editor, by using the play controls in the toolbar, is the _____ view.

The toolbar contains the transform tools used to manipulate and navigate the scene, the _____ toggles which allows us to switch between _____ or _____ point rotation and local or global _____ navigation.