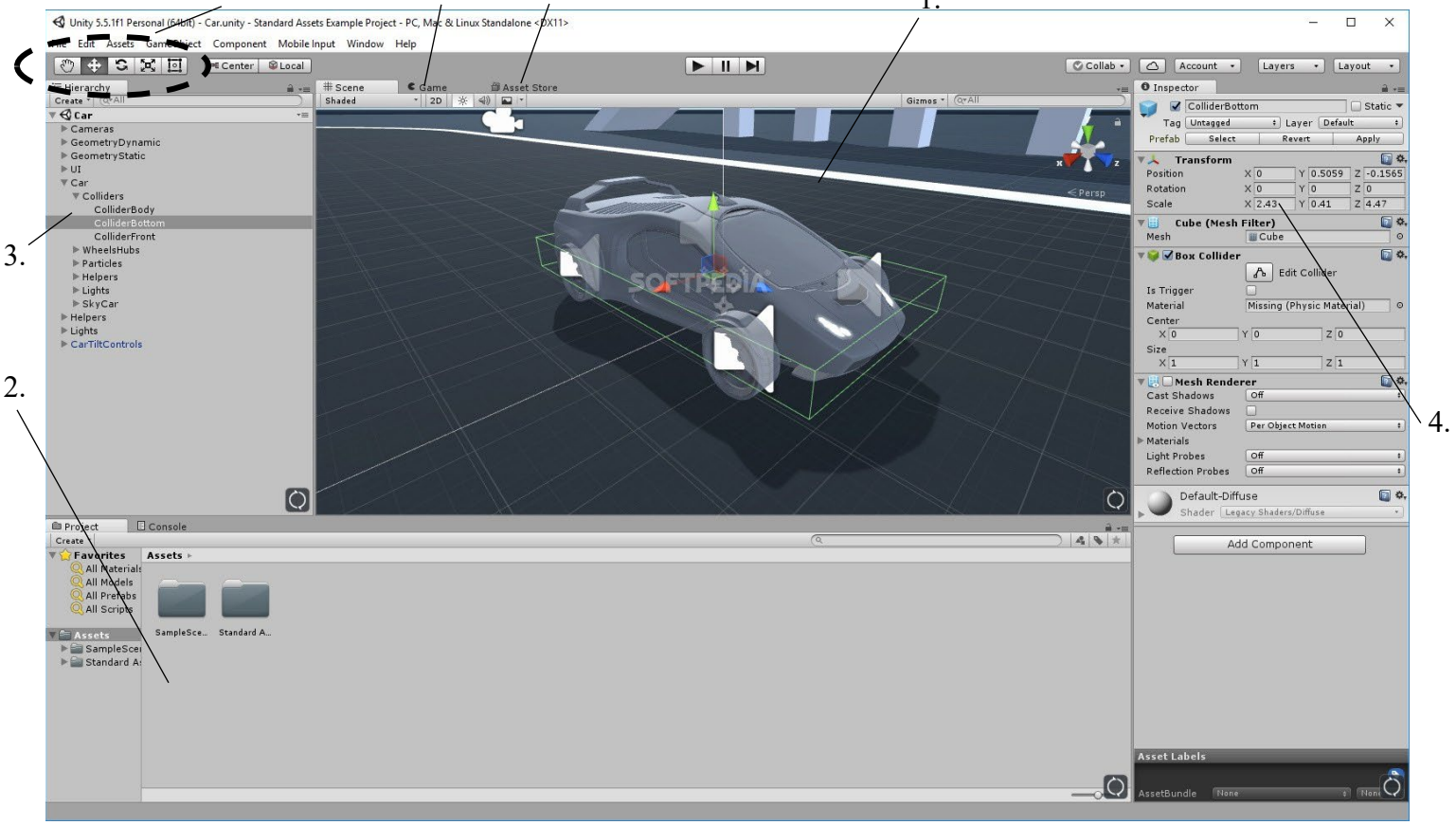
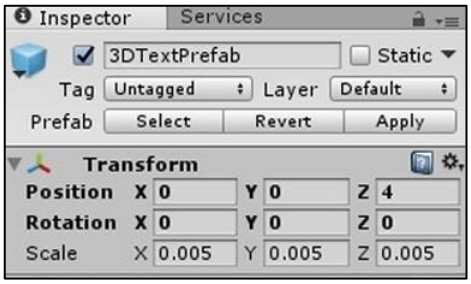
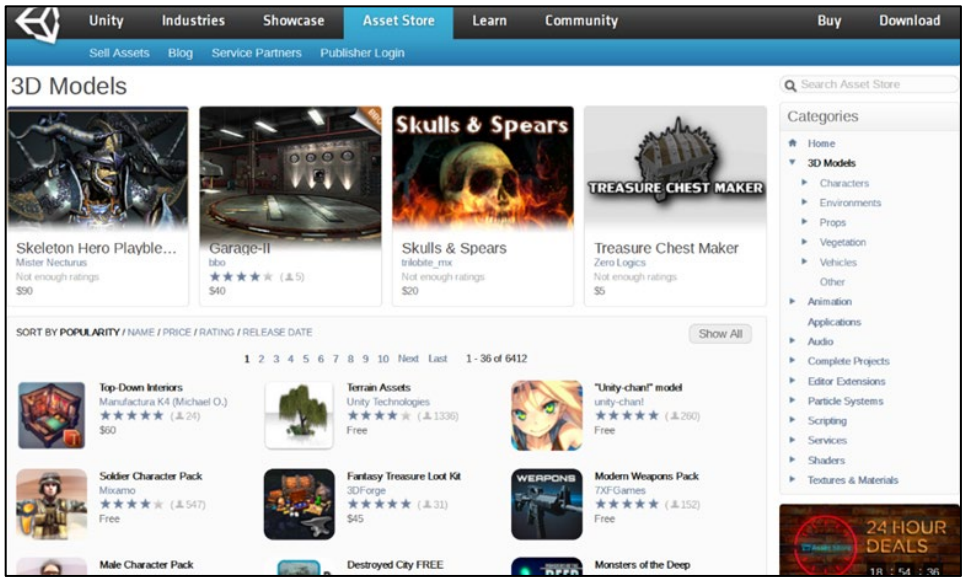
CORNELL NOTES – GRAPHICS FOR GAME DEVELOPMENT

	Topic/Objective: ***Parts of the Unity User Interface***	*Name:*
		Class/Period:
		Date:
Essential Question:		



Questions:	*Notes/Answers/Definitions/Examples/Sentences:*
	1. **Scene View** • Is where we will **build** our game • Allows us to look at and directly interact with the **game objects** in our scene • *From a Graphics Point of View* (**This is where we will lay out your 3d objects**) 2. **Project Window** • Displays all the **assets** we have available to build our game with ○ **Assets** are files that are saved on our **hard drive** • *From a Graphics Point of View* (Gives easy access to **textures & 3d models** files)

3. **Hierarchy Window**
   - Shows us a list of all the **game objects** we are currently using in our **scenes**
   - Game objects on the list can be **moved** and **rearranged**.
   - Game objects can be moved together to form **families**. Game Objects at the top of each hierarchy group is called the **parent.** Game objects grouped inside the parent are called its **children.**
4. **Inspector Window**
   - Shows us all of the **properties** of any game object or asset that we have **selected**.
   - *From a Graphics Point of View* (**You'll mostly just use this for transforming 3d objects**)



5. **Game View**
   - *From a Graphics Point of View* (**Since we won't be coding game this year, this view won't be important to us**)
6. **Toolbar**
   - *From a Graphics Point of View* (**Use the Transform Tools to edit your 3d objects**)
7. **Unity Asset Store**
   - Home to a library of free and commercial assets created by both Unity and members of the game design community
   - *From a Graphics Point of View* (**Download free 3d objects you need for your video game scene**)