





**CORNELL NOTES – COMPUTER PROGRAMMING & GAME DESIGN I**

Questions:	Notes/Answers/Definitions/Examples/Sentences:												
	<p><b><u>Working with the Scene View</u></b></p> <p>1. Using Hot Keys &amp; Other Keyboard Shortcuts to Know:</p> <table border="1" style="margin-left: 40px;"> <tr> <td style="padding: 5px;"><u>Letter Q</u> <b>Navigate Tool ("Hand")</b></td> <td style="padding: 5px;">Left Button = <b>Pan</b> Right Button = <b>Free Look Around</b> Left Button w/ ALT = <b>Orbit</b></td> </tr> <tr> <td style="padding: 5px;"><u>Letter W</u></td> <td style="padding: 5px;"><b>Move Objects in X/Y/Z Axis</b></td> </tr> <tr> <td style="padding: 5px;"><u>Letter E</u></td> <td style="padding: 5px;"><b>Rotate in X/Y/Z Axis</b></td> </tr> <tr> <td style="padding: 5px;"><u>Letter R</u></td> <td style="padding: 5px;"><b>Scales the Object</b></td> </tr> <tr> <td style="padding: 5px;"><u>Mouse Wheel</u></td> <td style="padding: 5px;"><b>Zooming In/Out</b></td> </tr> <tr> <td style="padding: 5px;"><u>Mouse Wheel Button</u></td> <td style="padding: 5px;"><b>Activates "Hand" no matter what</b></td> </tr> </table> <p>3. When <b>moving &amp; rotating</b>, advised to edit on <b>each individual axis</b> (avoid clicking the white cube)</p> <p style="margin-left: 40px;">a. However, use center point (cube) for <b>scaling</b> (so it's proportionate)</p> <p>4. In this view, can also <b>change wireframe, toggle the lighting, toggle the sound currently at the camera location</b></p> <p>5. In <b>View Gizmo</b>, go back to <b>perspective</b> view by clicking on the <b>white cube</b></p>  <p><b><u>Working with the Hierarchy Window</u></b></p> <p>1. Game objects are listed in the order they are <b>added or created</b></p> <p>2. Top most object or scene is the <b>parent</b> &amp; objects underneath it is its <b>children</b></p> <p style="margin-left: 40px;">a. Objects that share the same parent are called its <b>siblings</b></p> <p>3. When a parent is <b>transformed</b>, the scene view shows its children affected as well</p> <p>4. Use the <b>Create Menu</b> button to create <b>empty game objects</b> or <b>premade game objects</b></p> <p>5. Having a tough time finding a game object? Use the <b>Search Bar</b></p> 	<u>Letter Q</u> <b>Navigate Tool ("Hand")</b>	Left Button = <b>Pan</b> Right Button = <b>Free Look Around</b> Left Button w/ ALT = <b>Orbit</b>	<u>Letter W</u>	<b>Move Objects in X/Y/Z Axis</b>	<u>Letter E</u>	<b>Rotate in X/Y/Z Axis</b>	<u>Letter R</u>	<b>Scales the Object</b>	<u>Mouse Wheel</u>	<b>Zooming In/Out</b>	<u>Mouse Wheel Button</u>	<b>Activates "Hand" no matter what</b>
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