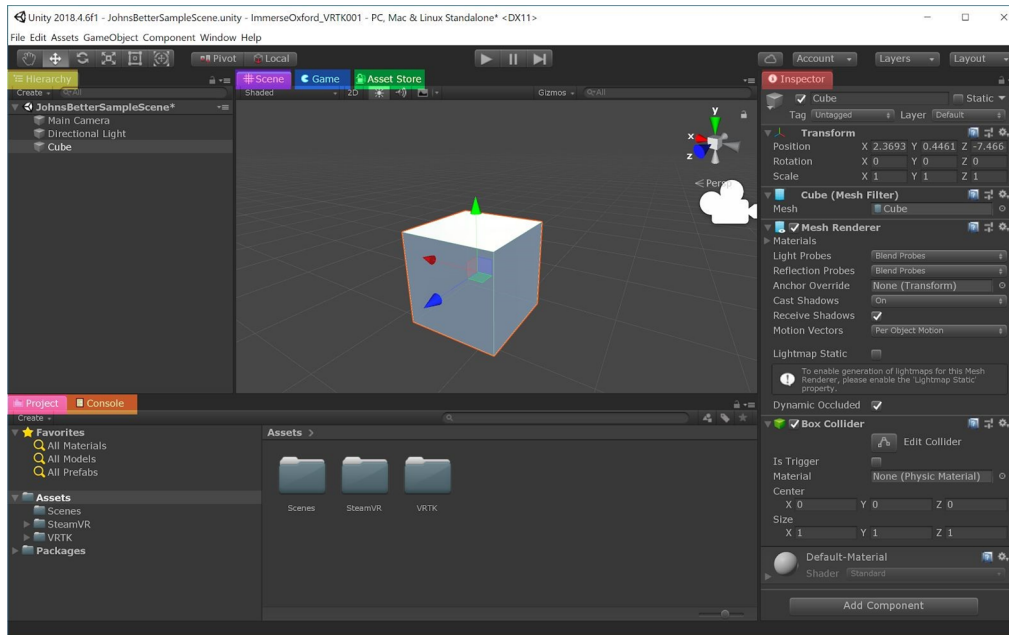


Unity Cheat Sheet

Unity Manual: <https://docs.unity3d.com/Manual/index.html>

Unity Scripting Reference: <https://docs.unity3d.com/ScriptReference/>

The Interface



GameObject

Everything in the Scene is called a GameObject.

In the screenshot above there are 3 GameObjects, one of which is the cube.

Hierarchy

A list of every GameObject in the Scene.

GameObjects can be nested under each other by dragging one onto another in the Hierarchy.

New GameObjects can be created by right clicking in the Hierarchy.

Scene

A first person view of the Scene.

Selected GameObjects will be outlined in Orange.

Basic Controls:

Left Click = Select GameObject

Right Click = Look around

W, A, S, D (hold right click) = Forward, Left, Back, Right (Like arrow keys)

	<p><i>Moving GameObjects:</i> W = Move along XYZ E = Rotate around XYZ R = Scale XYZ</p> <p><i>Pro Hacker Controls:</i> Q, E (hold right click) = Up, down F = Center on selected GameObject Shift = Speed up Camera</p>
Game	<p>What the player will see.</p> <p>In the Scene View our camera is unconstrained, and not part of the Unity Scene. The game view is what is rendered from the cameras in your scene.</p>
Asset Store	<p>Unity's online store for downloading assets.</p> <p>Assets include complete 3D environments, pre-made gameplay scripts, custom tools for the editor, sound files, etc. I've listed a few good free ones later in the document.</p>
Inspector	<p>Information about the selected GameObject. Each titled section is called a "Component"</p> <p>Components define the properties and behaviors of the GameObject. Unity has a library of built-in components, but you can script your own. In the above screenshot the "Transform" component defines the location, rotation, & scale.</p>
Project	<p>A view of the files in your Unity Project. The "Asset" folder should be used for everything added to the game.</p> <p>New assets can be created by right clicking in the Project view. Existing assets can be added by dragging the file from Windows into the Project view.</p>
Console	<p>A log of all errors, warnings and messages from the Engine.</p> <p>When a script isn't working, an error will appear in the Console. Errors marked in red must be fixed before Unity can run the game.</p>