



Unity Cheat Sheet

Unity Manual: <u>https://docs.unity3d.com/Manual/index.html</u> Unity Scripting Reference: <u>https://docs.unity3d.com/ScriptReference/</u>

The Interface

| Unity 2018.4.6f1 - JohnsBetterSample | Scene.unity - ImmerseOxford_VRTK001 - P | C, Mac & Linux Standalone* <dx11></dx11> | | - 🗆 X |
|--|---|--|-------------|--|
| File Edit Assets GameObject Compone | nt Window Help | | | |
| Image: Second state Image: Second state Imag | ■ Pivot | Set Store K → 0 D → Ga | mos + 90All | Account Layers Layout Layout Layout Layout Layout Tag Uninagoud Layer Tag Uninagoud Layer Default T |
| ₹ Cube | | | | Position X 2.803 Y 0.4461 Z 57.466 Rotation X 0 Y 0 Z 0 Scale X 1 Y 1 Z 1 Cube (Mesh Filter) I 2 I Mesh Cube I I 2 V Cube (Mesh Filter) I 2 I V Cube (Mesh Filter) I 2 I V Cube (Mesh Filter) I 2 I V Mesh Cube I V Mesh Cube I Cast Shadows I I Motion Vectors I I Vectore Stadows I I Motion Vectors I I I constate generation of uphrages for tube Mesh I I constate generation of uphrages for tube Mesh I |
| Project Console | | | 4 % ★ | Dynamic Occluded 🔽 |
| All Materials Q All Materials Q All Models Q All Prefabs | Assets > | | | ♥ ♥ Box Collider ♥ ♥ ♥ ♥. |
| ✓ Assets Scenes > SteamVR > VRTK > Packages | | | | Center X 0 Y 0 Z 0 Size X 1 Y 1 Z 1 Default-Material 1 0. Shader Standard Add Component |
| | | | | |
| | | | | |

| 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. |
| | <i>Basic Controls:</i> Left Click = Select GameObject Right Click = Look around W, A, S, D (hold right click) = Forward, Left, Back, Right (Like arrow keys) |



| | Moving GameObjects: |
|-------------|---|
| | W = Move along XYZ |
| | E = Rotate around XYZ |
| | R = Scale XYZ |
| | |
| | Pro Hacker Controls: |
| | Q, E (hold right click) = Up, down |
| | F = Center on selected GameObject |
| | Shift = Speed up Camera |
| | |
| Game | What the player will see. |
| | |
| | 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. |
| | Unity's online store for downloading assets. |
| Asset Store | onity's online store for downloading assets. |
| | 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. |
| | document. |
| Inspector | Information about the selected GameObject. |
| mopeotor | • |
| | Each titled section is called a "Component" |
| | Components define the properties and behaviors of the ComeObject. Unity has |
| | 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. |
| | A view of the files in your Unity Project. |
| Project | The "Asset" folder should be used for everything added to the game. |
| | The Asset Tolder should be used for everything added to the game. |
| | 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. |
| | Froject view. |
| Console | A log of all errors, warnings and messages from the Engine. |
| | |
| | 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. |
| | |
| | |