

Unity 2D Basics

Part 2:

Understanding
the Unity Editor

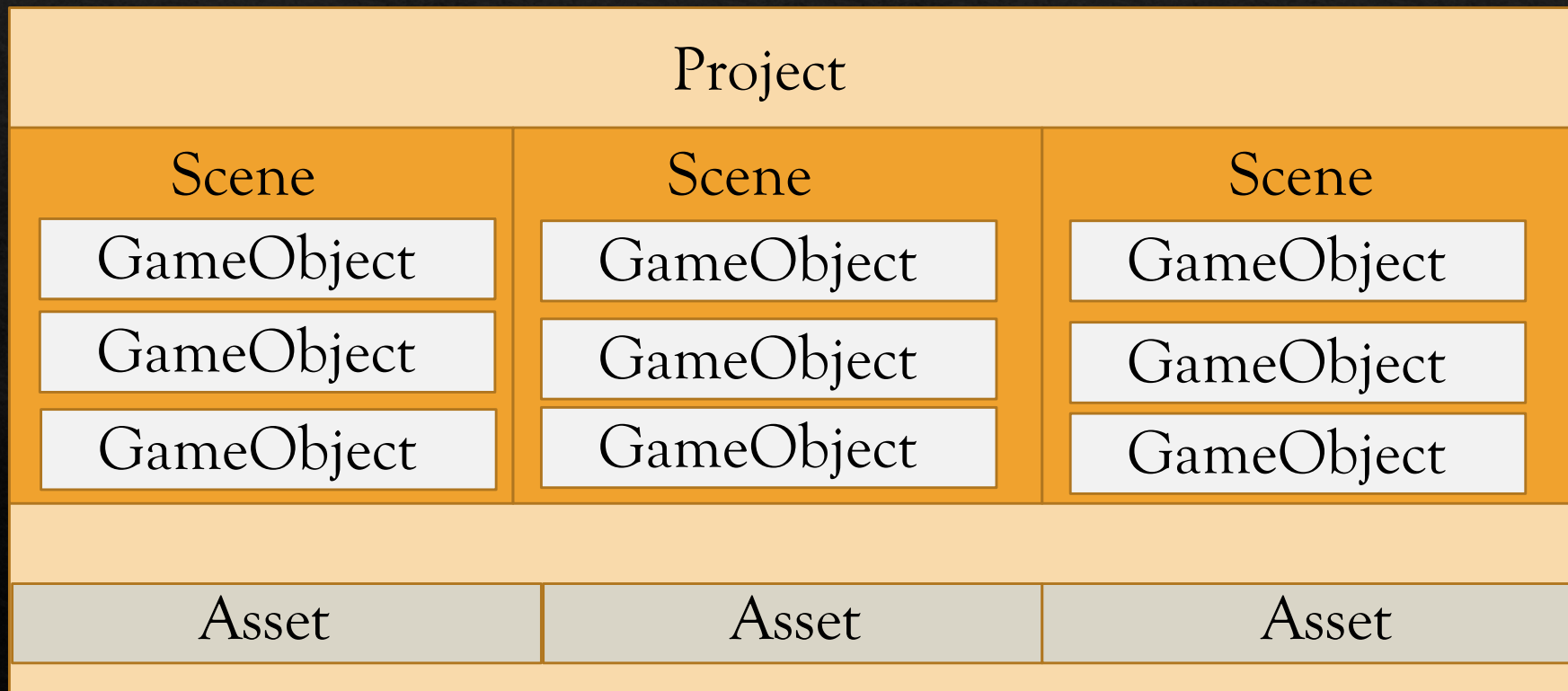
Understanding the Unity Editor: Terms

- ◆ **Project:** collection of all scenes, assets, and GameObjects.
- ◆ **Scene:** A level, environment, or other logical part of project. Contains a sub-set of GameObjects in project.
- ◆ **Asset:** file or data used with GameObjects.

Understanding the Unity Editor: Terms (cont.)

- ◆ **GameObject**: anything that appears or is used as part of a scene. Includes camera, 3D models, text, and other things.
- ◆ **Component**: collection of properties influencing how GameObject is used or interacts with others.
- ◆ **Property**: value associated with a component.

Understanding the Unity Editor: Terms (cont.)



Mapping Concepts to Unity Layout

- ◆ **Entities** → **Hierarchy View**: list of all GameObjects in the current scene.
- ◆ **Systems** → **Scene and Game**: Scene shows position of objects; Game renders objects using camera.
- ◆ **Components** → **Inspector**: listing of components in a GameObject.