Intro to Unity

Using the Scene and Game Views

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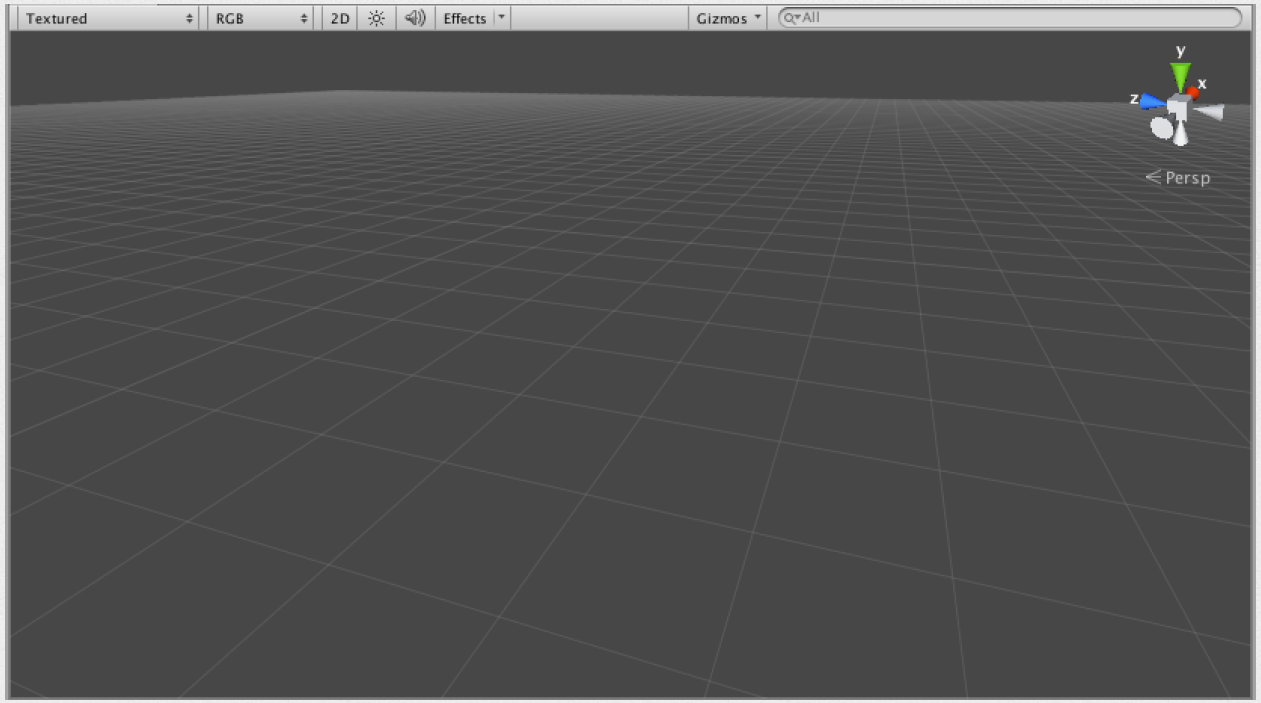
Navigating the 3D World



WASD to the Rescue!

- Holding the right mouse button enables navigating a 3D scene through your mouse and keyboard.
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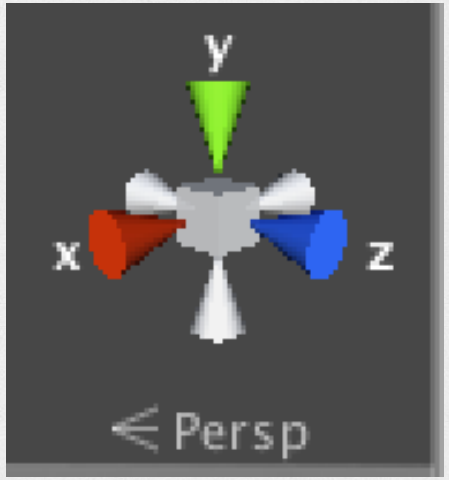
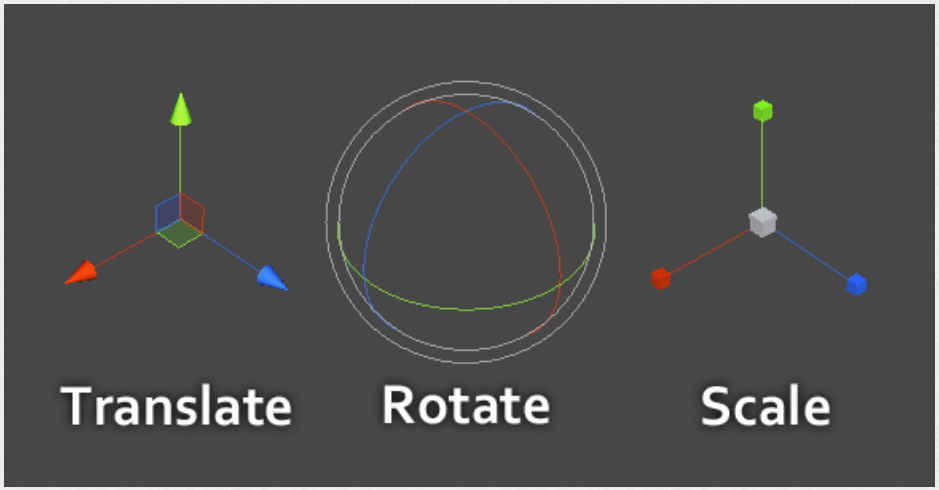
- Holding the shift speeds up the movement.

Scene Gizmo

- Represents the current orientation of the scene view.
- Unity uses a “left hand” coordinate system.
- Click on the colored arms to view a perspective of the axis.
- Click the cube to switch to an isometric perspective.



Transforming Objects



- Use hotkey to access translate, rotation, and scale. (w = translate, e = rotate, r = scale)

Demo

Challenge