

Getting Familiar with Unity Terminologies

Hello there. Good to see you back again!

In the last video, we were able to load our first project called ‘Second Life’ and were ready to start with 3D game development.

Before we go ahead with the development, let us familiarize ourselves with the basic layout and first look of the Unity Editor.

Before we get started with creating a project, it is important for us to learn a few keywords that we would be using frequently during game development. First on the list is, ‘Assets’. Assets are the building blocks of a video game. Video games contain 3D models, computer program scripts, animations, music, sound effects and many other files that help build the game. All of these files are called Assets.

Next, let us understand the Unity editor. The Unity editor has a layout similar to most editing applications you would have used till date.

At top of the editor, we have the ‘Menu’ bar.

In the middle of the editor we have our ‘Scene View’. The Scene view is like the visible world to us. It has a sky. It is the space that we will be using to design our earth. The scene view will help us design our Game world.

On the left we have the ‘Hierarchy’ window. The hierarchy window contains a list of objects that are present within the scene view. The objects we use to construct our game world which becomes a part of our video game are known as ‘GameObjects’. You can see a list of two gameobjects. The first in our Hierarchy reads as ‘MainCamera’ which is a camera, and acts like a real camera in our game world.

Apart from the Scene View window in the upper tab, you can see the ‘Game View’ window. The Game View window is where you can preview your game during intermediate stages of development.

To understand how the different windows work in Unity, let me open another project that I had created earlier. As you can see the screen now, try holding the

right mouse button and hovering the mouse over the scene view. Do you notice that you are able to look around the game world?

Now, try using the arrow keys on your keyboard. You will be able to move inside the game world. We would frequently need to move around in our game world to place and move various objects. Try flying inside the game world within the scene view by moving your arrow keys while holding the right mouse button. Great. Looks like we have finally learned how to move inside the game world.

Let us now select an object from our Hierarchy window by simply left clicking on it. In the scene view the selected object will be outlined orange. As soon as we select an object from the hierarchy, we will move our focus to the “Inspector” window on the right hand panel. The inspector Window provides additional information about the selected object in the form of components. In Unity, every gameobject is made up of multiple components The most basic one, which is common to every gameobject is the Transform component that holds information like, the position, rotation and scale of the gameobject. We will be using the Inspector Window to make several important edits to our game objects when we start working on our game.

Lastly, we have another window, called the” Project” window on the bottom left below hierarchy window. The project window is a File Explorer built in Unity. And by default it has a folder called “Assets”. All the asset files required to make our game will be listed here.

Great! Now we are familiar with the very basic layout interface and first look of the Unity Editor. In the next video, we would move ahead in our journey of recreating earth by adding earthy objects in our game world.

So, Bye for now. See you soon in the next video!