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 1 contributor

 50 lines (35 sloc) | 3.7 KB



Rube Goldberg Machine

This is explaining the layout of Unity's Launcher and Editor layout.

The Launcher

If you haven't downloaded Unity visit [their website](#) to download it.
Before we can dive right into making a game we need to get a project set up in Unity.

Unity 2018.3.3f1

✕

Projects Learn

New

Open

My Account

On Disk

In the Cloud

No local projects

You have no local projects, create a new one and start using Unity .

New project

Go ahead and click the "New project" button in the middle.
Note : If you are using Unity Hub click "NEW" in the top right.

Unity 2018.3.3f1

✕

Projects Learn

New

Open

My Account

Project name

DerekC|RubeGoldbergMachine

Template

2D

Location

H:\Documents

Add Asset Package

Organization

derekjcross

ON

Enable Unity Analytics ?

Cancel

Create project

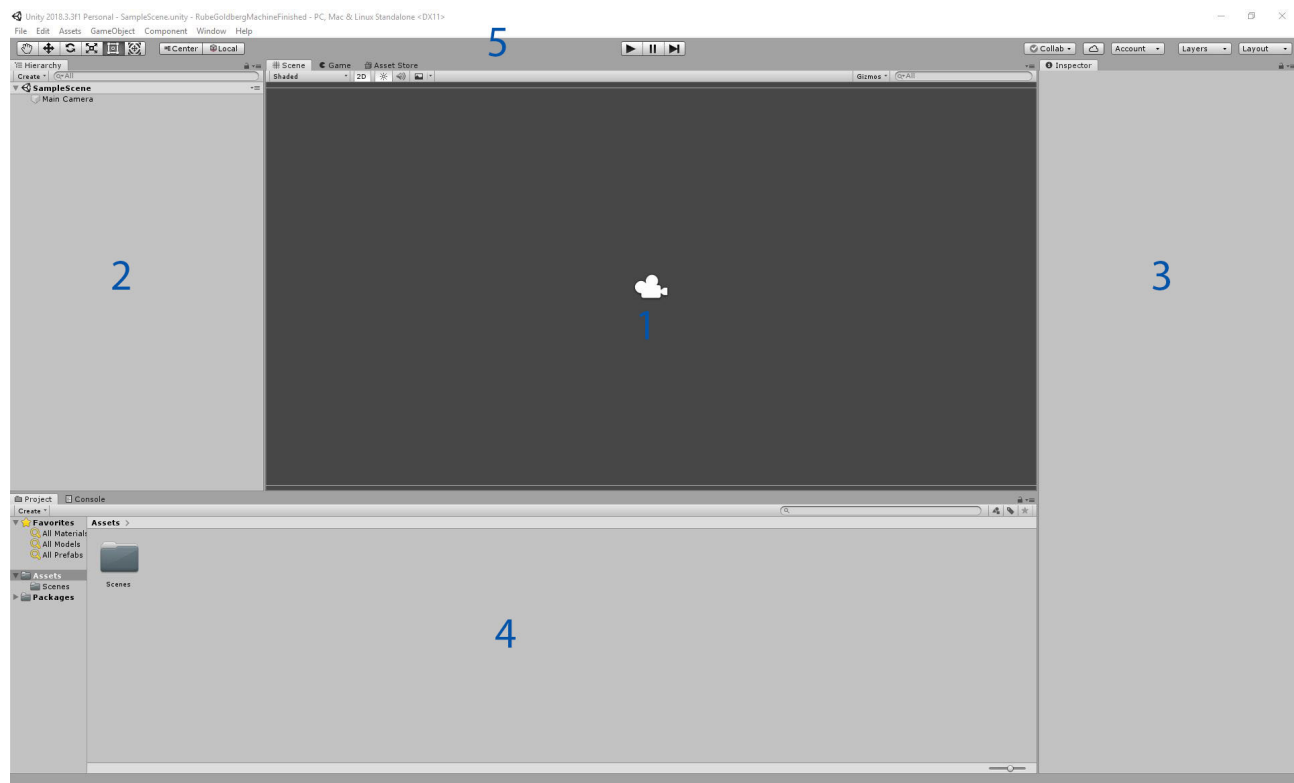
- Give your project a name! (If you are using this in a class make sure to include YOUR name in the name).
- Then make sure to set "Template" to "2D".
- And finally choose the location. You probably want to have one main folder to hold all the projects in these lessons. *Don't worry about the bottom bit about organizations or*

analytics. If they have default settings just leave them alone.

Now press "Create project" and let it load.

The Editor

Now lets point out some main features and important parts of the Unity Editor. Don't worry if you don't know what a term means, everything will be explained.



1. This is the "Scene View". Here you will be able to navigate your "Scene" and build your levels. It's also where you will see your game when you play it.
2. This is the "Hierarchy". All the "Objects" in your scene view will be listed here.
3. This is the "Inspector". When you click on an object in the hierarchy or scene view the details will come up here. It's basically a list of settings for what ever you selected.
4. This is the current "Project". All the files you will use or make for your game will be stored here.
5. Along the top we have a few things.
 - On the left there is the "Tool bar". These let you move, rotate, and scale objects. We'll talk more about these in the future.
 - In the middle we have the "Play Button". These three buttons let you play and play the game.
 - On the right we have a few settings.

- The first three have to do with projects involving multiple people. We will leave these alone for now.
- Next we have the "[Layers](#)". Layers let us have objects only interact with certain layers.
- The last is the "[Layout](#)" this changes where the different windows are positioned in Unity. Feel free to change this to something you like better. If you do change this you might have a tougher time following along. Make sure you know which window is which!

Saving

Unity saves things as "[Scenes](#)". This can be thought of more or less like a level in your game. When you make a new Unity project it creates a "SampleScene" for you, We are going to use our own though.

Press "Ctrl + S" or click on "Save" under "File" in the top left corner. This should bring up your File Explorer. There will be a file there named "Scenes", double click this, change the name of your file to something like "MyScene", and hit save.

This will create a new Scene with our Object saved in it.

Make sure you save your project frequently!

Now that we understand the layout of Unity and the editor we can start making a basic game!

Refer back to this if you forget which part is which. From now on we will be referring to each part of Unity by name and not position.