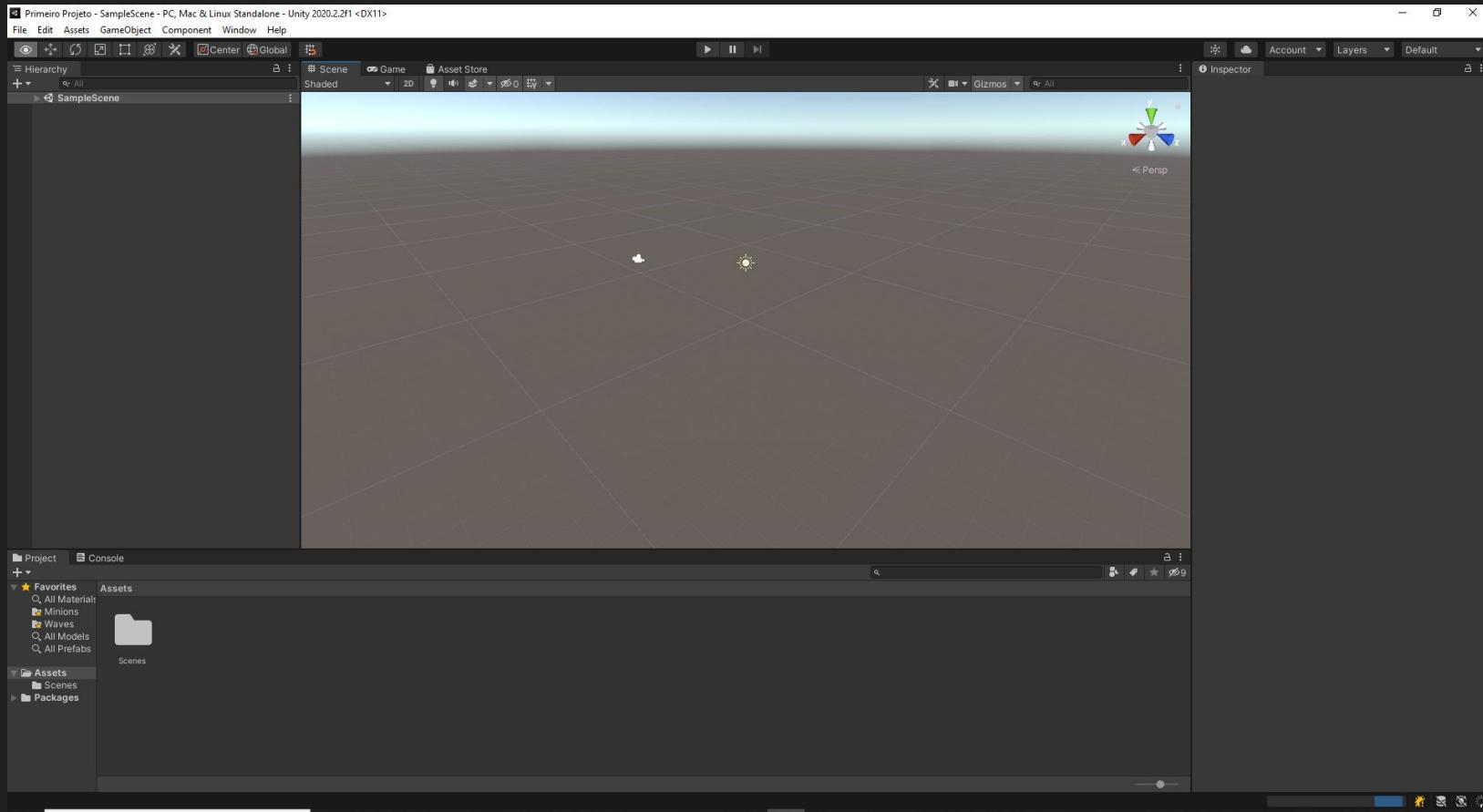


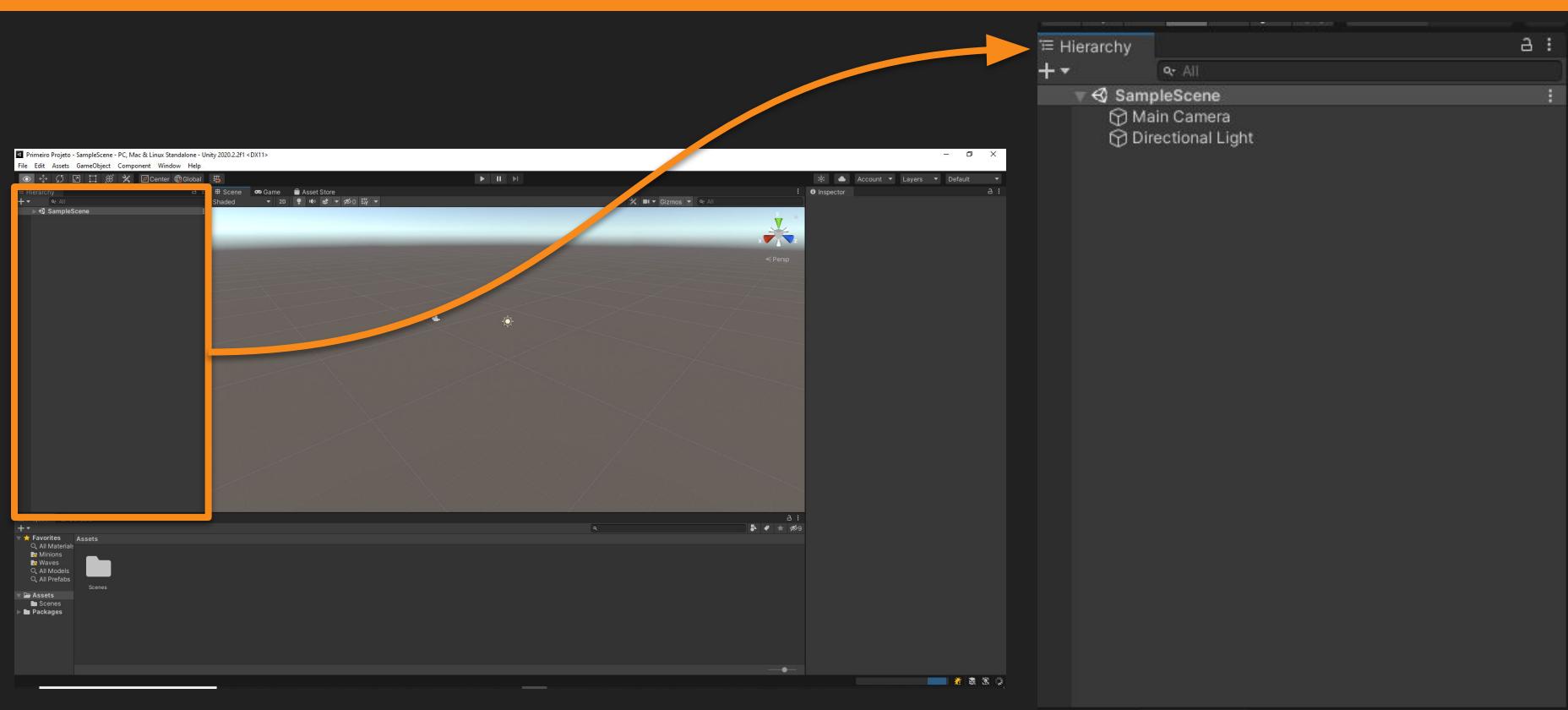
# Unity

## Módulo 01 Introdução ao Unity

*Aula 02  
Primeiro contato e Interface*

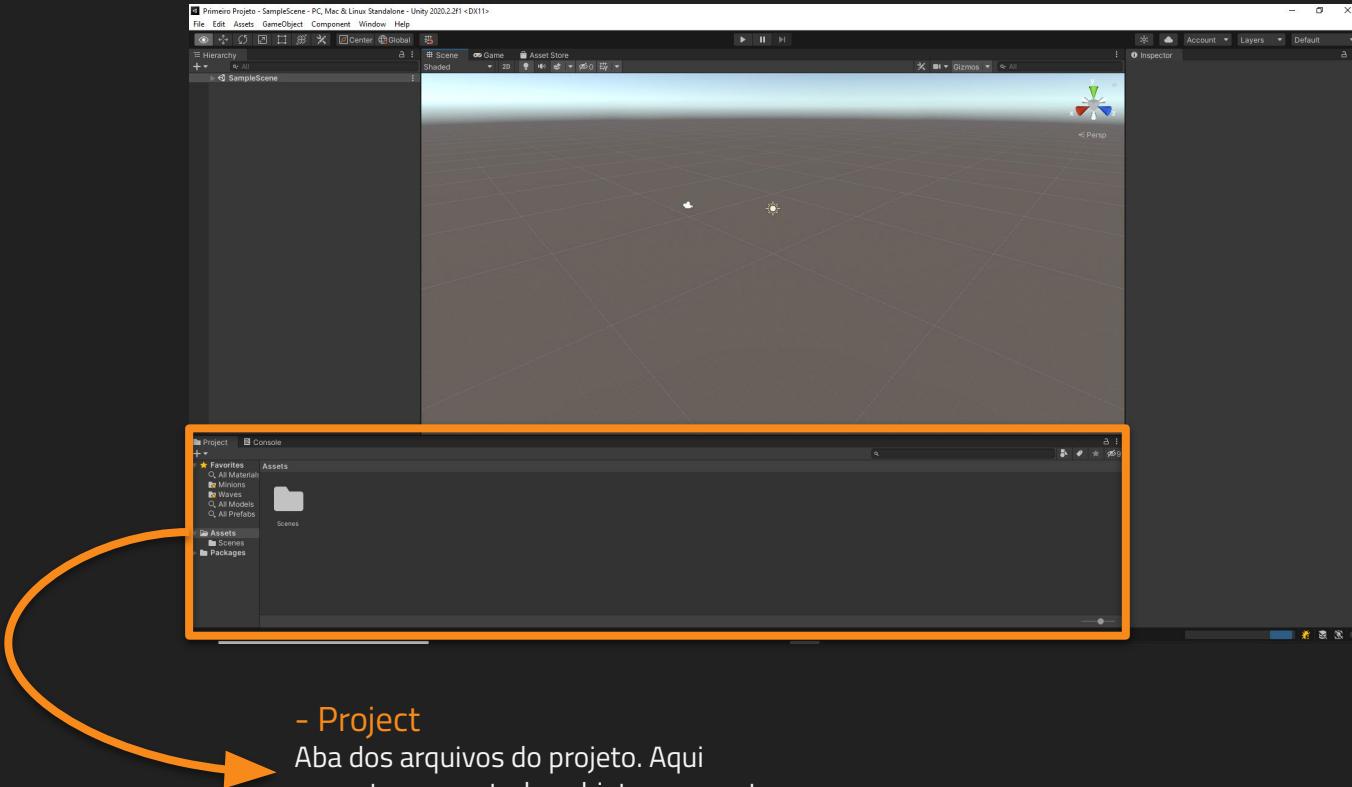
# Unity Interface





### - Hierarchy

Aba de hierarquia da cena. Aqui encontraremos todos objetos presentes na nossa cena.



### - Project

Aba dos arquivos do projeto. Aqui encontraremos todos objetos presentes no nosso projeto.

The screenshot shows the Unity Editor interface with the Hierarchy and Inspector tabs selected. The Hierarchy tab displays a scene with a Main Camera object and a Directional Light object. The Inspector tab shows detailed information for the Main Camera component, including its Transform, Camera, and various rendering settings like Clear Flags, Background, and Culling Mask.

**- Inspector**

Aba com detalhes e informações dos objetos selecionados na aba *Hierarchy*.

**Main Camera**

**Transform**

	X	Y	Z
Position	-2.09	1	-10
Rotation	0	0	0
Scale	1	1	1

**Camera**

Clear Flags	Skybox
Background	Everything
Culling Mask	Perspective
Projection	Vertical
FOV Axis	
Field of View	60
Physical Camera	
Clipping Planes	Near: 0.3 Far: 1000
Viewport Rect	X: 0 Y: 0 W: 1 H: 1
Depth	-1
Rendering Path	Use Graphics Settings
Target Texture	None (Render Texture)
Occlusion Culling	✓
HDR	Use Graphics Settings
MSAA	Use Graphics Settings
Allow Dynamic Resolution	
Target Display	Display 1

**Audio Listener**

