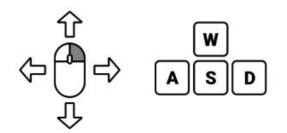


Scene view navigation



Select a GameObject in the Scene view	Left-click the GameObject
Move the Scene view camera	Middle-click and drag to your desired view
Rotate the Scene view camera	Right-click and drag to your desired view

Useful shortcuts

ΤοοΙ	lcon	Shortcut	Purpose
Hand Tool	C)	Q	Move your Scene around in the window
Move Tool	+	W	Select items and move them individually.
Rotate Tool	¢5	E	Select items and rotate them
Scale Tool		R	Scale your GameObjects up and down
Rotate, Move or Scale	X	Y	Move, rotate, or scale GameObjects
		F	Frame selection (focus on a selected GameObject)

Tips

- Changes made in play mode won't be saved -check the play button to make sure that you're in edit mode
- Don't get the result on screen you expect? Check that you're in Scene view and not Game view.



Unity Workspace Breakdown

File Edit Assets GameObject Component Window Help + S X 🗉 🟵 Pivot Global Toolbar Co Collab -0 Account • Layers - Layout . C Game Asset Store % Animator i≡ Hierarchy ● Inspector 畫 Lighting × Navigation 🔒 📲 A - 10 # Scene Create - Q-All Gizmos * Q*All - 2D ※ 📣 🖬 -Shaded V SampleScene *= Main Camera **Directional Light** Hierarchy Inspector Scene view window window Project Console 1 · Q 4 8 * Create * ▼ ☆ Favorites Assets > Q All Materials Scenes Q All Models Q All Prefabs Project window 🔻 🚞 Assets Scenes Packages