Intro to Unity

Week 1 - Day 2
Pre-lab check-in
Let’s play a game...
Rules of “CS 11 Plays Unity”

INVESTIGATE

SHARE

REFLECT
Share and try an alternate way
What is a GameObject’s “Transform”? 
What’s the difference between right-click and alt/opt+click?
Based on what you’ve seen so far, what does each of these panels do?
Let’s pick up the pace?
Let’s create an empty GameObject, reset its transform, name it “Cube Circle,” and put the cubes inside (parent and children).
Move the **Cube Circle** object around. Do the transform locations of **Cube** and **Cube (1)** change? Why or why not?
Why would this be difficult to manipulate?
Changing the gizmo coordinate system to **Global** lets you manipulate on the world axes.
We’re going to insert a **Prefab** from Oculus → VR → Prefabs by dragging it into the Scene or Hierarchy.

After you drag the prefab into the scene, click the “OVRCameraRig” in the Scene and disable **Position Tracking** and **Use IPD in Position Tracking**.
Change to Internal
In Other Settings, set Minimum API to 21 (Lollipop 5.0)