Unity Glossary

MonoBehaviour – Base class for all unity classes including basic object functionality
([http://docs.unity3d.com/ScriptReference/MonoBehaviour.html](http://docs.unity3d.com/ScriptReference/MonoBehaviour.html))

Update Function – Function called for each render of the game engine. All classes derived from
Monobehaviour implement this function.

Start Function - Function called when the object this class is attached to is started in the game (similar to
constructor). All classes derived from Monobehaviour implement this function.

Unity Editor – Unity Interface for creating and testing games. The editor is composed of several tabbed
windows which display specific information about your project (see image below).
([http://docs.unity3d.com/Manual/LearningtheInterface.html](http://docs.unity3d.com/Manual/LearningtheInterface.html))

Hierarchy – Shows all the objects located in the virtual scene of you project, including camera(s), shapes,
models, particle effects, and other objects. ([http://docs.unity3d.com/Manual/Hierarchy.html](http://docs.unity3d.com/Manual/Hierarchy.html))

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Project Directory – The directory in which you project assets are stored. In the Unity editor this folder is associated with the project tab. In the file system, this folder is located in the “Assets” subdirectory of the project. ([http://docs.unity3d.com/Manual/ProjectView.html](http://docs.unity3d.com/Manual/ProjectView.html))

Console – Is the output window tab in Unity editor for displaying text information for your project. Error messages and print statements are shown here. ([http://docs.unity3d.com/Manual/Console.html](http://docs.unity3d.com/Manual/Console.html))
Inspector – In the Unity editor, object attributes and classes with variables will be displayed as visual widgets for manipulation. When you highlight by selection of an object in your scene hierarchy, that object and all its attached classes will display variables here. ([http://docs.unity3d.com/Manual/Inspector.html](http://docs.unity3d.com/Manual/Inspector.html))

Gameobject – A generic object for which all classes are attached to for interacting with unity. ([http://docs.unity3d.com/Manual/GameObjects.html](http://docs.unity3d.com/Manual/GameObjects.html), [http://docs.unity3d.com/ScriptReference/GameObject.html](http://docs.unity3d.com/ScriptReference/GameObject.html))

Scene View – Tabbed window in the unity editor displaying the debug or un-rendered version of you scene from a special scene view camera. This view is used for manipulating and moving objects within your scene. ([http://docs.unity3d.com/Manual/UsingTheSceneView.html](http://docs.unity3d.com/Manual/UsingTheSceneView.html))

Game View – This is the rendered view of your scene as seen from the point of view of the main camera.

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Play Button – Button (triangle) in the unity editor used to start the game engine with your project.

Shader Lab – Unity proprietary language and interface for writing shaders. (http://docs.unity3d.com/Manual/ShadersOverview.html)

Surface Shader – A shader that is applied to the surface of an object written in Unity’s proprietary shader language which can have fragments of the CG or GLSL shader language embedded in it. (http://docs.unity3d.com/Manual/ShadersOverview.html)

Material – GameObject/class that holds attributes for how an object looks like on the surface of the object. This includes textures and shaders and input parameters for shaders. (http://docs.unity3d.com/Manual/Materials.html, http://docs.unity3d.com/ScriptReference/Material.html)

MonoDevelop – For Unity coding scripts is usually done in a separate editor which supports the available scripting languages. Unity comes with a built-in editor called Monodevelop which will be activated when you double click a script file in the Unity editor. (http://docs.unity3d.com/Manual/MonoDevelop.html)

Script(ing) – Scripts are the primary way to add functionality to any object in a scene. Scripts can be implemented using C#, Boo (Python variant), and Unity Script (javascript). Most scripts are derived from Monobehaviour class and implement the Update and Start functions. Scripts can be attached to an object in the scene by dragging and dropping the script in the Unity editor from the project tab to the inspector while highlighting the target object. (http://docs.unity3d.com/Manual/CreatingAndUsingScripts.html)

Component – Is a script attached to an object in the scene. (http://docs.unity3d.com/Manual/ControllingGameObjectsComponents.html)

Attribute – public variables defined in the script used as a component. Attributes are public variables recognized by Unity and mapped to visual components called widgets that can be modified in the inspector pane. (http://docs.unity3d.com/Manual/Attributes.html)

Runtime – When the play button has been clicked in the Unity editor, a debug runtime is activated and all appropriate functions in all scripts (Update() – every render pass, Start() – once at the beginning of the start of the runtime activation).

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Mesh (Unity) – A 3D object composed of vertices and edges and may or may not have texture coordinates. ([http://docs.unity3d.com/Manual/class-Mesh.html](http://docs.unity3d.com/Manual/class-Mesh.html))

Primitive – Basic shapes in the form of a mesh included with Unity. These shapes include BCube, Sphere, Capsule, Cylinder, Plane and Quad. ([http://docs.unity3d.com/Manual/PrimitiveObjects.html](http://docs.unity3d.com/Manual/PrimitiveObjects.html))

Mesh Render – This is a Unity class responsible for rendering of objects defined by a mesh. ([http://docs.unity3d.com/Manual/class-MeshRenderer.html](http://docs.unity3d.com/Manual/class-MeshRenderer.html))

Collider – A simplified shape used to compare with other objects to determine collisions with those objects. There are several type like box, capsule, sphere, and mesh. ([http://docs.unity3d.com/ScriptReference/Collider.html](http://docs.unity3d.com/ScriptReference/Collider.html))

Camera (Unity) – Object in your scene which renders that all objects in your scene so that it can be displayed. The main camera controls many aspects of how the scene looks and the result of the camera rendering can be view in the Game View. ([http://docs.unity3d.com/Manual/class-Camera.html](http://docs.unity3d.com/Manual/class-Camera.html), [http://docs.unity3d.com/ScriptReference/Camera.html](http://docs.unity3d.com/ScriptReference/Camera.html))

Light (Unity) – Is a game object that can be placed in you scene to emit light onto objects in the scene so they can be seen during rendering. Unity supports several types of lights such as Point lights, Directional lights, Spot light and Area lights. ([http://docs.unity3d.com/Manual/class-Light.html](http://docs.unity3d.com/Manual/class-Light.html), [http://docs.unity3d.com/ScriptReference/Light.html](http://docs.unity3d.com/ScriptReference/Light.html))