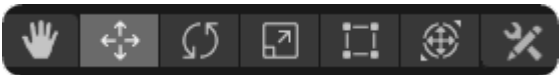
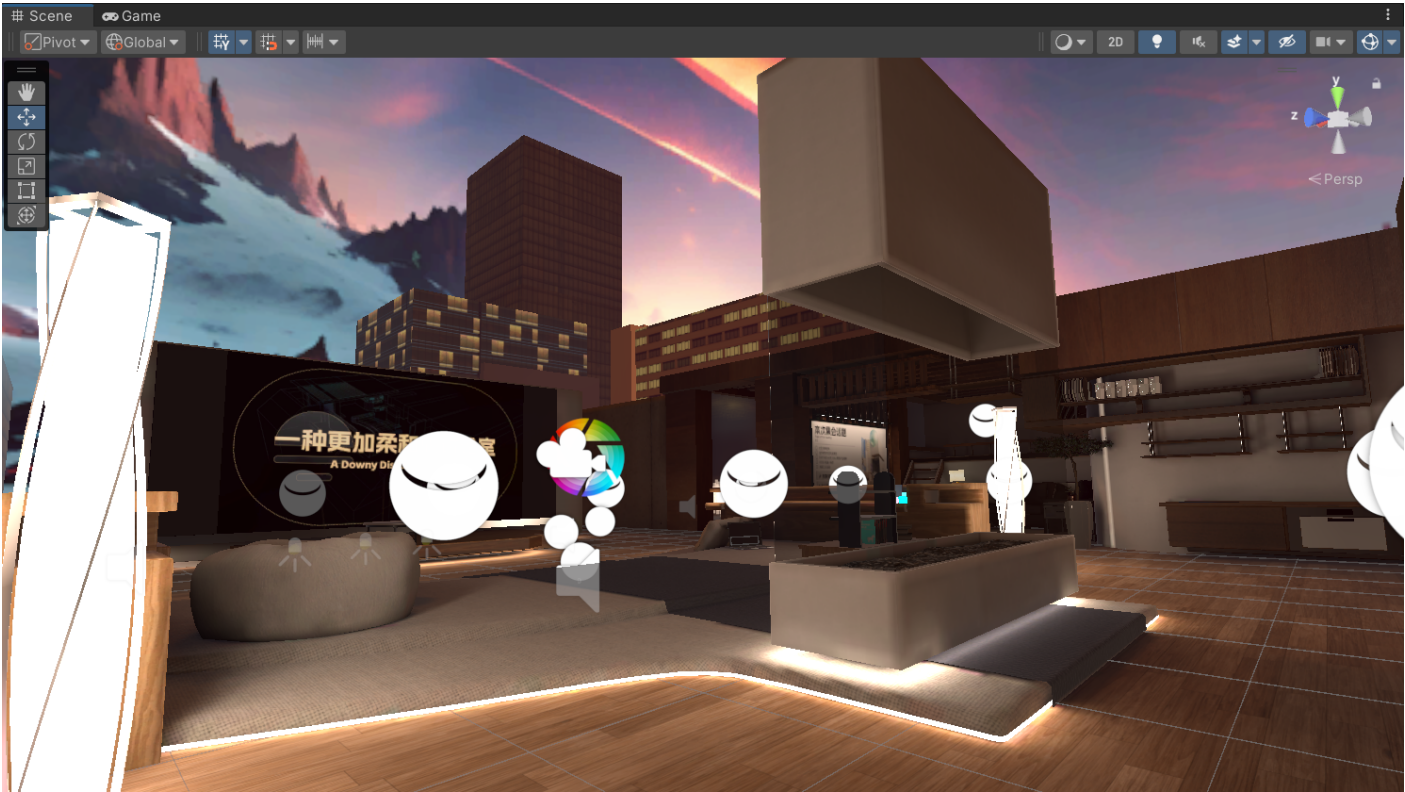




- [Scene](#)
- [Game](#)
- [Console](#)
- [Project](#)
- [Hierarchy](#)
- [Inspector](#)
- [Animator](#)

Scene

Scene Unity



	ViewTools	
	MoveTools	
	RotateTools	
	ScaleTools	
	RectTools	12
	TransformTools	

Tools



2D	2D	2D2D



Toggle Tool Handle Position		Center	Center	
		Pivot	Pivot	
Toggle Tool Handle Rotation		Global	Global	xyz
		Local	Local	xyz

Grid Visual



Grid Plane Y  
Opacity  
Move To To Handle Origin

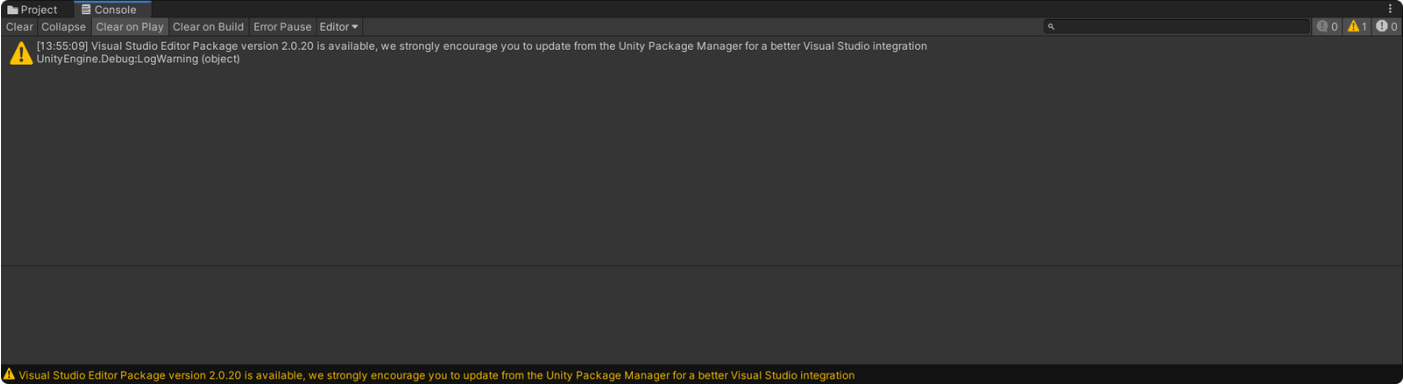


# Game





# Console

## Console



colsole

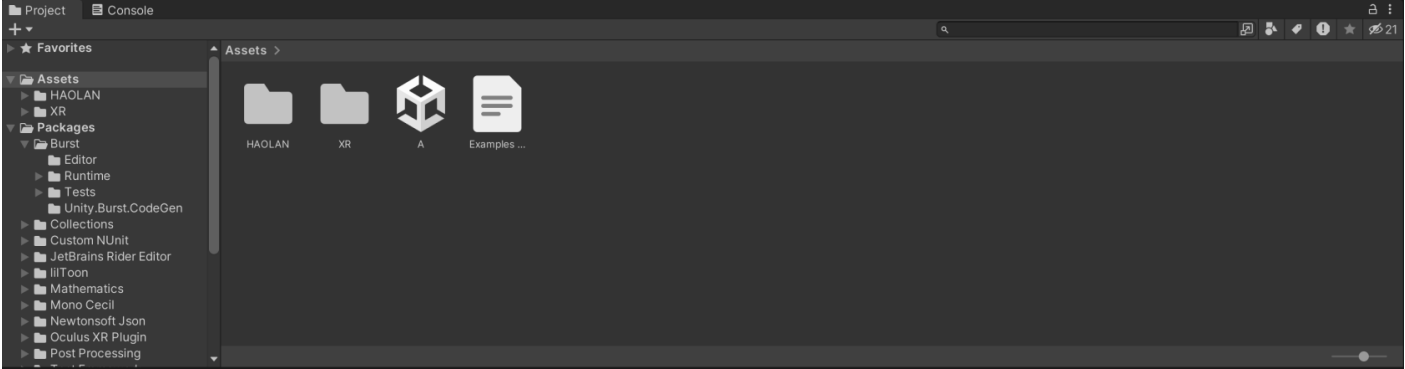
colsoleUnity

 0		
 0		

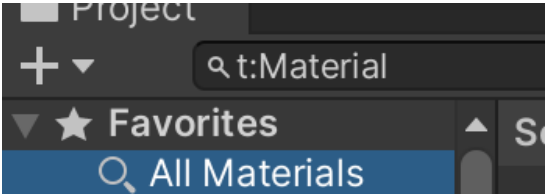
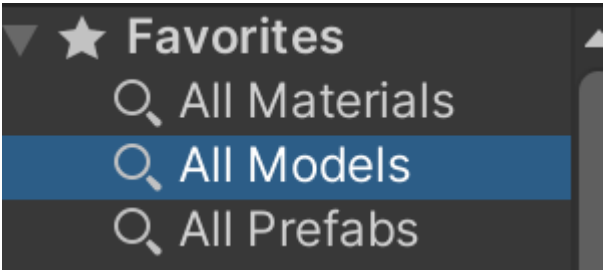
“Visual Studio”

# Project

ProjectUnity

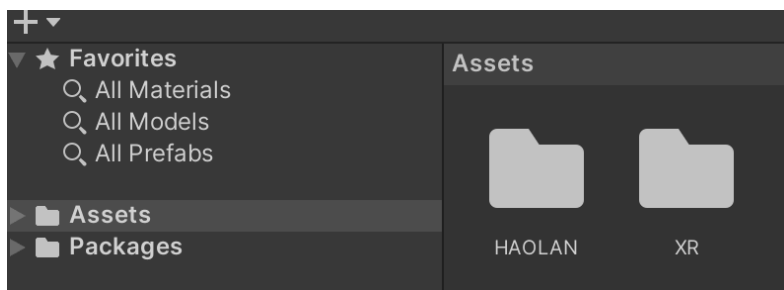


# Favorites




















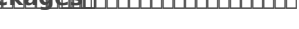
Favorites





Search



		
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	 <b>Search by Lable</b>	 Unity 
	 <b>Search by Import Log Type</b>	 <b>Errors</b>  <b>Warnings</b>
		 <b>Packages</b> 



# Hierarchy



## Hierarchy



# Inspector

Inspector Unity Inspector Unity

Inspector

Cube

Static

Tag Untagged Layer Default

Transform

Position

X 0 Y 0 Z 0

Rotation

X 0 Y 0 Z 0

Scale

X 1 Y 1 Z 1

Cube (Mesh Filter)

Mesh Renderer

Materials

Size

1

Element 0

Default-Material

Lighting

Cast Shadows

On

Receive Shadows

☒

Contribute Global Illumination

☐

Receive Global Illumination

Light Probes

Probes

Light Probes

Blend Probes

Reflection Probes

Blend Probes

Anchor Override

None (Transform)

Additional Settings

Motion Vectors

Per Object Motion

Dynamic Occlusion

☒

Box Collider

Edit Collider

☐

Is Trigger

☐

Material

None (Physic Material)

Center

X 0 Y 0 Z 0

Size

X 1 Y 1 Z 1

Default-Material

Shader

Standard

Add Component

形变

网格渲染

方块碰撞

□□□Animator□