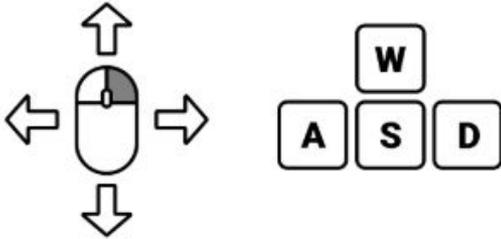




## Scene view navigation



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

## Useful shortcuts

Tool	Icon	Shortcut	Purpose
Hand Tool		Q	Move your Scene around in the window
Move Tool		W	Select items and move them individually.
Rotate Tool		E	Select items and rotate them
Scale Tool		R	Scale your GameObjects up and down
Rotate, Move or Scale		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

