

0.00% LEARNING OBJECTIVES	SAMPLE QUESTION PROMPT	QUIZ QUESTIONS	LESSON COVERAGE	DOCUMENTATION LINK
<input type="checkbox"/> 1: Animation   Animator System   Animator Controller Asset - Examine the Animator Controller	Which of the following correctly explains the difference between the Animator window and the Animation window in Unity?	6.1	6.05 - Control animation with an Animator 6.06 - Import animation	<a href="https://docs.unity3d.com/Manual/class-AnimatorController.html">https://docs.unity3d.com/Manual/class-AnimatorController.html</a>
<input type="checkbox"/> 2: Animation   Animator System   Animator Controller Asset - Apply an Animator Controller to a Game Object	Which of the following is true about Animator Controllers? Select all correct answers.	6.2	6.05 - Control animation with an Animator	<a href="https://docs.unity3d.com/Manual/class-AnimatorController.html">https://docs.unity3d.com/Manual/class-AnimatorController.html</a>
<input type="checkbox"/> 3: Animation   Animator System   Animator Controller Asset - Create an Animator Controller	If you right-click in the Project window and select Create > Animator Controller, what will happen?	6.3	6.05 - Control animation with an Animator	<a href="https://docs.unity3d.com/Manual/class-AnimatorController.html">https://docs.unity3d.com/Manual/class-AnimatorController.html</a>
<input type="checkbox"/> 4: Animation   Animator System   Animator Window - Locate the Animator Window	Which of the following are possible ways of opening the Animator window in Unity? Select all correct answers.	6.4	6.05 - Control animation with an Animator 6.12 - Add Animation to your game	<a href="https://docs.unity3d.com/Manual/class-AnimatorController.html">https://docs.unity3d.com/Manual/class-AnimatorController.html</a>
<input type="checkbox"/> 5: Animation   Animator System   States - Define parameter types	Which type of parameter would be most suitable for smoothly transitioning between walking and running animations based on the player's movement speed?	6.5	6.05 - Control animation with an Animator 6.12 - Add Animation to your game 6.06 - Import animation	<a href="https://docs.unity3d.com/Manual/AnimationParameters.html">https://docs.unity3d.com/Manual/AnimationParameters.html</a>
<input type="checkbox"/> 6: Animation   Animator System   States - Differentiate animation states	Which of the states shown in the Animator controller below is the Default state?	6.6	6.05 - Control animation with an Animator	<a href="https://docs.unity3d.com/Manual/class-State.html">https://docs.unity3d.com/Manual/class-State.html</a>
<input type="checkbox"/> 7: Animation   Animator System   States - Create a new animation state	Which of the following are possible ways of adding a new state to the Animator window? Select all correct answers.	6.7	6.06 - Import animation 6.05 - Control animation with an Animator	<a href="https://docs.unity3d.com/Manual/class-State.html">https://docs.unity3d.com/Manual/class-State.html</a>
<input type="checkbox"/> 8: Animation   Animator System   States - Implement the Any State	Which one of the following examples would be an appropriate use of the Any state in the Animator window?	6.8	6.06 - Import animation	<a href="https://docs.unity3d.com/Manual/class-State.html">https://docs.unity3d.com/Manual/class-State.html</a>
<input type="checkbox"/> 9: Animation   Animator System   Transitions - Explain transition conditions	Examine the Animator window below. What can you conclude based on the information available in the Inspector? Select all correct answers.	6.9	6.05 - Control animation with an Animator 6.06 - Import animation	<a href="https://docs.unity3d.com/Manual/class-Transition.html">https://docs.unity3d.com/Manual/class-Transition.html</a>
<input type="checkbox"/> 10: Animation   Animator System   Transitions - Differentiate transition properties	When an animation parameter is triggered, if there's a delay between the transition from one animation to the next, how do you fix this issue? Select one answer.	6.10	6.06 - Import animation	<a href="https://docs.unity3d.com/Manual/class-Transition.html">https://docs.unity3d.com/Manual/class-Transition.html</a>
<input type="checkbox"/> 11: Animation   Animator System   Transitions - Create transitions	Which one of the following is the correct way to create a transition from one animation state to another?	6.11	6.05 - Control animation with an Animator 6.06 - Import animation	<a href="https://docs.unity3d.com/Manual/class-Transition.html">https://docs.unity3d.com/Manual/class-Transition.html</a>
<input type="checkbox"/> 12: Animation   Import Setting   Animation Type - Differentiate rig types	Which Animation Type is recommended for custom characters with non-standard bone structures in Unity?	6.12	6.06 - Import animation	<a href="https://docs.unity3d.com/Manual/FBXImport-Rig.html">https://docs.unity3d.com/Manual/FBXImport-Rig.html</a>
<input type="checkbox"/> 13: Asset Management   Assets   Audio Clips - List compression formats	Which of the following audio formats does Unity support? Select all correct answers.	3.1	3.07 - Challenge: your own soundscape 3.02 - Get started with Audio	<a href="https://docs.unity3d.com/Manual/class-AudioClip.html">https://docs.unity3d.com/Manual/class-AudioClip.html</a>
<input type="checkbox"/> 14: Asset Management   Assets   Default GameObjects - Differentiate GameObjects by their appearance	Which of the following statements are true about Unity's primitive GameObjects? Select all correct answers.	1.1	1.04 - Get started with the Unity Editor	<a href="https://docs.unity3d.com/Manual/GameObjects.html">https://docs.unity3d.com/Manual/GameObjects.html</a>
<input type="checkbox"/> 15: Asset Management   Assets   Default GameObjects - Identify GameObjects within a scene	Which of the following statements are true about Unity's primitive GameObjects? Select all correct answers.	1.1	1.04 - Get started with the Unity Editor	<a href="https://docs.unity3d.com/Manual/GameObjects.html">https://docs.unity3d.com/Manual/GameObjects.html</a>
<input type="checkbox"/> 16: Asset Management   Assets   Default GameObjects - Identify script types	Which of the following definitions of file formats is accurate? Select all correct answers.	9.15	2.03 - Moving the player	<a href="https://docs.unity3d.com/Manual/CreatingAndUsingScripts.html">https://docs.unity3d.com/Manual/CreatingAndUsingScripts.html</a>
<input type="checkbox"/> 17: Asset Management   Assets   Models - Differentiate import file formats	Which of the following definitions of file formats is accurate? Select all correct answers.	9.15	9.06 - Source new assets	<a href="https://docs.unity3d.com/Manual/3D-formats.html">https://docs.unity3d.com/Manual/3D-formats.html</a>
<input type="checkbox"/> 18: Asset Management   Assets   Prefabs - Define a Prefab	Which of the following is true about prefabs in Unity? Select one correct answer.	2.1	2.06 - Creating collectibles	<a href="https://docs.unity3d.com/Manual/Prefabs.html">https://docs.unity3d.com/Manual/Prefabs.html</a>
<input type="checkbox"/> 19: Asset Management   Assets   Prefabs - Create a Prefab	Which of the following is true about prefabs in Unity? Select one correct answer.	2.1	2.06 - Creating collectibles	<a href="https://docs.unity3d.com/Manual/Prefabs.html">https://docs.unity3d.com/Manual/Prefabs.html</a>
<input type="checkbox"/> 20: Asset Management   Assets   Scene File - Load a scene	Which of the following statements is true about saving and loading scenes in Unity? Select one correct answer.	1.4	1.04 - Get started with the Unity Editor	<a href="https://docs.unity3d.com/Manual/CreatingScenes.html">https://docs.unity3d.com/Manual/CreatingScenes.html</a>
<input type="checkbox"/> 21: Asset Management   Assets   Scene File - Save a scene	Which of the following statements is true about saving and loading scenes in Unity? Select one correct answer.	1.4	1.04 - Get started with the Unity Editor	<a href="https://docs.unity3d.com/Manual/CreatingScenes.html">https://docs.unity3d.com/Manual/CreatingScenes.html</a>
<input type="checkbox"/> 22: Asset Management   Sprites   Sprite Editor - Modify sprites	9-slicing a UI element ensures that when resizing, the individual portions scale or tile independently, maintaining its proportional appearance.	5.1	5.05 - Create a menu background with images 5.09 - Add UI to your game	<a href="https://docs.unity3d.com/Manual/SpriteEditor.html">https://docs.unity3d.com/Manual/SpriteEditor.html</a>
<input type="checkbox"/> 23: Audio   Audio Mixer   Audio Effects - Describe various Audio Effects	Which of the following statements is true about the audio mixer shown below. Select all correct answers.	3.8	3.05 - Add special effects to existing audio 3.08 - Add audio to your game	<a href="https://docs.unity3d.com/Manual/AudioMixer.html">https://docs.unity3d.com/Manual/AudioMixer.html</a>
<input type="checkbox"/> 24: Audio   Audio Reverb Zone   Presets - Differentiate audio properties	What is an audio reverb zone in Unity?	3.6	3.05 - Add special effects to existing audio	<a href="https://docs.unity3d.com/Manual/class-AudioReverbZone.html">https://docs.unity3d.com/Manual/class-AudioReverbZone.html</a>
<input type="checkbox"/> 25: Audio   Audio Source   Audio Properties - Explain audio options	Which of the following audio formats does Unity support? Select all correct answers.	3.1, 3.2, 3.9, 3.10	3.04 - Create 3D sound effects 3.08 - Add audio to your game	<a href="https://docs.unity3d.com/Manual/class-AudioSource.html">https://docs.unity3d.com/Manual/class-AudioSource.html</a>
<input type="checkbox"/> 26: Audio   Audio Source   Audio Properties - Explain the doppler effect	Assuming the Doppler effect is enabled in Unity, what would happen in the following scenario? In a Unity scene, a moving sound source emits a high-pitched sound while approaching a	3.7	3.04 - Create 3D sound effects	<a href="https://docs.unity3d.com/Manual/class-AudioSource.html">https://docs.unity3d.com/Manual/class-AudioSource.html</a>
<input type="checkbox"/> 27: Audio   Audio Source   Audio Properties - Activate audio source looping	True or false: The Audio Clip attached to this Audio Source will repeat over and over again.	3.4	3.04 - Create 3D sound effects	<a href="https://docs.unity3d.com/Manual/class-AudioSource.html">https://docs.unity3d.com/Manual/class-AudioSource.html</a>
<input type="checkbox"/> 28: Audio   Audio Source   Audio Properties - Modify the volume of an audio source	What is the function of an audio source? Select one answer.	3.5	3.08 - Add audio to your game	<a href="https://docs.unity3d.com/Manual/class-AudioSource.html">https://docs.unity3d.com/Manual/class-AudioSource.html</a>
<input type="checkbox"/> 29: Audio   Audio Source   Audio Properties - Locate Audio Clips	Which of the following assets is an Audio Clip?	3.3	3.04 - Create 3D sound effects 3.05 - Add special effects to existing audio 3.03 - Create dynamic sound effects	<a href="https://docs.unity3d.com/Manual/class-AudioSource.html">https://docs.unity3d.com/Manual/class-AudioSource.html</a>
<input type="checkbox"/> 30: Editor Interface   Editor Customization   Layouts - Customize the Unity interface			2.02 - Setting up the game	<a href="https://docs.unity3d.com/2020.3/Documentation/Manual/CustomizingYourWorkflow.html">https://docs.unity3d.com/2020.3/Documentation/Manual/CustomizingYourWorkflow.html</a>
<input type="checkbox"/> 31: Editor Interface   Editor Customization   Layouts - Differentiate Unity editors	Which of the following is true about the Unity Hub and Unity Editor versions? Select one correct answer.	1.10	1.02 - Install the Unity Hub and Editor	<a href="https://docs.unity3d.com/Manual/AssetStore.html">https://docs.unity3d.com/Manual/AssetStore.html</a>
<input type="checkbox"/> 32: Editor Interface   Views   Asset Store - Explain the benefits of the Asset Store	What are the benefits of the Unity Asset Store? Select one correct answer.	9.10	9.06 - Source new assets	<a href="https://docs.unity3d.com/Manual/AssetStore.html">https://docs.unity3d.com/Manual/AssetStore.html</a>
<input type="checkbox"/> 33: Editor Interface   Views   Console - Differentiate the Console Window	Which of the following is true about Unity's various windows? Select two correct answers	9.1	9.04 - Iterate on the player controller	<a href="https://docs.unity3d.com/Manual/Console.html">https://docs.unity3d.com/Manual/Console.html</a>
<input type="checkbox"/> 34: Editor Interface   Views   Hierarchy - Explain the purpose of the Hierarchy Window	Which of the following are true about the Unity editor windows. Select all correct answers.	1.2	1.04 - Get started with the Unity Editor	<a href="https://docs.unity3d.com/Manual/Hierarchy.html">https://docs.unity3d.com/Manual/Hierarchy.html</a>
<input type="checkbox"/> 35: Editor Interface   Views   Hierarchy - Differentiate the Hierarchy Window	Which of the following are true about the Unity editor windows. Select all correct answers.	1.2	1.04 - Get started with the Unity Editor	<a href="https://docs.unity3d.com/Manual/Hierarchy.html">https://docs.unity3d.com/Manual/Hierarchy.html</a>

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<input type="checkbox"/>	36: Editor Interface   Views   Hierarchy - Utilize the Hierarchy Window	Which of the following are true about the Unity editor windows. Select all correct answers.	1.2	1.04 - Get started with the Unity Editor	<a href="https://docs.unity3d.com/Manual/Hierarchy.html">https://docs.unity3d.com/Manual/Hierarchy.html</a>
<input type="checkbox"/>	37: Editor Interface   Views   Hierarchy - Create empty GameObjects	Which of the following are true about Empty GameObjects in Unity? Select all correct answers.	1.7	1.05 - Create a balanced primitive structure	<a href="https://docs.unity3d.com/Manual/Components.html">https://docs.unity3d.com/Manual/Components.html</a>
<input type="checkbox"/>	38: Editor Interface   Views   Hierarchy - Parent objects	Which of the following is true about parenting GameObjects in the Hierarchy window? Select one correct answer.	1.8	1.05 - Create a balanced primitive structure	<a href="https://docs.unity3d.com/Manual/Hierarchy.html">https://docs.unity3d.com/Manual/Hierarchy.html</a>
<input type="checkbox"/>	39: Editor Interface   Views   Inspector - Explain the functionality of the Inspector Window	Which of the following are true about the Unity editor windows. Select all correct answers.	1.2, 9.1	9.07 - Unity Pro tips 1.04 - Get started with the Unity Editor	<a href="https://docs.unity3d.com/Manual/UsingTheInspector.html">https://docs.unity3d.com/Manual/UsingTheInspector.html</a>
<input type="checkbox"/>	40: Editor Interface   Views   Inspector - Reset components	Which of the following is true about resetting components in the Inspector? Select one correct answer.	1.11	1.04 - Get started with the Unity Editor	<a href="https://docs.unity3d.com/Manual/UsingComponents.html">https://docs.unity3d.com/Manual/UsingComponents.html</a>
<input type="checkbox"/>	41: Editor Interface   Views   Project - Explain the functionality of the Project View Window	Which of the following are true about the Unity editor windows. Select all correct answers.	1.2	1.04 - Get started with the Unity Editor	<a href="https://docs.unity3d.com/Manual/ProjectView.html">https://docs.unity3d.com/Manual/ProjectView.html</a>
<input type="checkbox"/>	42: Editor Interface   Views   Project - Explain the purpose of the Project View Window	Which of the following are true about the Unity editor windows. Select all correct answers.	1.2	1.04 - Get started with the Unity Editor	<a href="https://docs.unity3d.com/Manual/ProjectView.html">https://docs.unity3d.com/Manual/ProjectView.html</a>
<input type="checkbox"/>	43: Editor Interface   Views   Project - Identify UI functionality in the Project View Window	Which of the following is true about Unity's various windows? Select two correct answers	9.1	9.07 - Unity Pro tips	<a href="https://docs.unity3d.com/Manual/ProjectView.html">https://docs.unity3d.com/Manual/ProjectView.html</a>
<input type="checkbox"/>	44: Editor Interface   Views   Project - Identify an empty Prefab			2.06 - Creating collectibles	<a href="https://docs.unity3d.com/Manual/CreatingPrefabs.html">https://docs.unity3d.com/Manual/CreatingPrefabs.html</a>
<input type="checkbox"/>	45: Editor Interface   Views   Project - Focus the Scene View Camera	Which of the following are true about navigating the Scene view? Select all correct answers.	1.3	1.04 - Get started with the Unity Editor 2.02 - Setting up the game	<a href="https://docs.unity3d.com/Manual/SceneViewNavigation.html">https://docs.unity3d.com/Manual/SceneViewNavigation.html</a>
<input type="checkbox"/>	46: Editor Interface   Views   Scene - Differentiate the Project View Window	Which of the following are true about the Unity editor windows. Select all correct answers.	1.2	1.04 - Get started with the Unity Editor	<a href="https://docs.unity3d.com/Manual/ProjectView.html">https://docs.unity3d.com/Manual/ProjectView.html</a>
<input type="checkbox"/>	47: Editor Interface   Views   Scene - Use the Zoom Tool	Which of the following are true about navigating the Scene view? Select all correct answers.	1.3	1.04 - Get started with the Unity Editor 2.06 - Creating collectibles	<a href="https://docs.unity3d.com/Manual/SceneViewNavigation.html">https://docs.unity3d.com/Manual/SceneViewNavigation.html</a>
<input type="checkbox"/>	48: Editor Interface   Views   Scene - Orbit the camera	Which of the following are true about navigating the Scene view? Select all correct answers.	1.3	1.04 - Get started with the Unity Editor	<a href="https://docs.unity3d.com/Manual/SceneViewNavigation.html">https://docs.unity3d.com/Manual/SceneViewNavigation.html</a>
<input type="checkbox"/>	49: Editor Interface   Views   Toolbar - Modify Gizmo's	Which of the following statements is true about using the global and local coordinates in the Scene view? Select all correct answers.	1.5	1.04 - Get started with the Unity Editor 1.05 - Create a balanced primitive structure	<a href="https://docs.unity3d.com/Manual/ViewModes.html">https://docs.unity3d.com/Manual/ViewModes.html</a>
<input type="checkbox"/>	50: Employment Preparedness   Collaboration Skills   Providing Critique - Define "critique" in the context of video game development	Which of the following is true about working in the real-time 3D industry? Select all correct answers.	9.2	9.02 - Explore the production cycle	N/A
<input type="checkbox"/>	51: Employment Preparedness   Employment Responsibilities   Company Confidentiality - Explain the purpose of the Non-Disclosure Agreement	Which of the following is true about working in the real-time 3D industry? Select all correct answers.	9.2	9.02 - Explore the production cycle	N/A
<input type="checkbox"/>	52: Employment Preparedness   Employment Responsibilities   Company Confidentiality - Explain the concept of "intellectual property"	Which of the following is true about working in the real-time 3D industry? Select all correct answers.	9.2	9.02 - Explore the production cycle	N/A
<input type="checkbox"/>	53: Game Art Principles   Assets   Models - Describe methods to optimize model assets	You added new 3D models to your game and it started running very slowly with a framerate of 15 frames per second (fps). What could be causing the slow framerate?	9.11	9.06 - Import assets from the asset store	<a href="https://docs.unity3d.com/Manual/ModelingOptimizedCharacters.html">https://docs.unity3d.com/Manual/ModelingOptimizedCharacters.html</a>
<input type="checkbox"/>	54: Game Art Principles   Concept Design   Color palette - Summarize how art choices affect mood	Which of the following is true about the color palette in your game? Select one correct answer.	2.2	2.11 - Fill out a Game Design Document	N/A
<input type="checkbox"/>	55: Game Art Principles   Concept Design   Look-and-fell imagery - Explain the purpose of concept art	What is the purpose of concept art for a game? Select one correct answer.	2.3	2.11 - Fill out a Game Design Document	N/A
<input type="checkbox"/>	56: Game Art Principles   Environment Design   Color palette - Explain the concept of "unifying color"	Which of the following is true about the color palette in your game? Select one correct answer.	2.2	2.11 - Fill out a Game Design Document	N/A
<input type="checkbox"/>	57: Game Design Principles   Game Mechanics   Casual Games - Differentiate video game types	Which of the following are true about video game genres? Select all correct answers.	2.4	2.11 - Fill out a Game Design Document	N/A
<input type="checkbox"/>	58: Game Design Principles   Game Mechanics   Third Person - Identify video game mechanics	Which of the following are true about game mechanics? Select one correct answer.	2.5	2.11 - Fill out a Game Design Document	N/A
<input type="checkbox"/>	59: Game Design Principles   Game Mechanics   Non-Player Characters - Differentiate video game participants	Which of the following are true about game mechanics? Select one correct answer.	2.5	2.11 - Fill out a Game Design Document	N/A
<input type="checkbox"/>	60: Game Design Principles   Genre   Realtime Strategy - Differentiate video game genres	Which of the following are true about video game genres? Select all correct answers.	2.4	2.11 - Fill out a Game Design Document	N/A
<input type="checkbox"/>	61: Game Design Principles   Platform   Controller - Identify video game controls	Which of the following is true about video game hardware? Select one correct answer.	9.3	9.03 - Reimagine your game on multiple platforms	<a href="https://docs.unity3d.com/Manual/Inputs.html">https://docs.unity3d.com/Manual/Inputs.html</a>
<input type="checkbox"/>	62: Industry Awareness   Employment Trends   Common Job Titles - Differentiate production talent roles and responsibilities	Which of the following accurately describe the roles and responsibilities within the realtime 3D industry? Select all correct answers.	9.12	9.02 - Explore the production cycle	N/A
<input type="checkbox"/>	63: Industry Awareness   Industry Trends   Hardware Products - Differentiate console hardware based by feature	Which of the following is true about video game hardware? Select one correct answer.	9.3	9.03 - Reimagine your game on multiple platforms	N/A
<input type="checkbox"/>	64: Industry Awareness   Production Trends   Production Cycles - Match production phases by criteria	In which production phase would a development studio typically create concept art for a game? Select one correct answer.	9.13	9.02 - Explore the production cycle	N/A
<input type="checkbox"/>	65: Lighting   Global Illumination (GI)   Baked GI - Explain lighting settings	What is ambient light? Select all answers that apply.	8.1	8.05 - Add light sources to your scene 8.07 - Bake a lightmap for your scene 8.08 - Improve your lighting with Light Probes	<a href="https://docs.unity3d.com/Manual/Class-LightingSettings.html">https://docs.unity3d.com/Manual/Class-LightingSettings.html</a>
<input type="checkbox"/>	66: Lighting   Global Illumination (GI)   Baking - Explain Light Baking	Which of the following statements about real-time and baked lighting approaches are true? Select one answer.	8.2	8.07 - Bake a lightmap for your scene	<a href="https://docs.unity3d.com/Manual/LightmapBaking.html">https://docs.unity3d.com/Manual/LightmapBaking.html</a>
<input type="checkbox"/>	67: Lighting   Global Illumination (GI)   Baking - Explain Lightmaps	What is lightmapping? Select one answer.	8.3	8.07 - Bake a lightmap for your scene	<a href="https://docs.unity3d.com/Manual/Lightmapping.html">https://docs.unity3d.com/Manual/Lightmapping.html</a>
<input type="checkbox"/>	68: Lighting   Global Illumination (GI)   Baking - Explain Generate Lightmap UV settings	In what circumstance would it be useful to use the Generate Lightmap UVs feature?	8.4	8.10 - Refine and troubleshoot the indoor scene	<a href="https://docs.unity3d.com/Manual/LightingGIUvsGeneratingLightmapin.html">https://docs.unity3d.com/Manual/LightingGIUvsGeneratingLightmapin.html</a>
<input type="checkbox"/>	69: Lighting   Light Component   Shadows - Assess shadow types	Which of the following is true about Unity's different shadow types?	8.5	8.06 - Configure shadows in your scene	<a href="https://docs.unity3d.com/5.10/Documentation/Manual/ShadowOverview.html">https://docs.unity3d.com/5.10/Documentation/Manual/ShadowOverview.html</a>
<input type="checkbox"/>	70: Lighting   Light Component   Type - Explain light intensity	What can you expect to change in your scene if you increase a light's intensity?	8.6	8.05 - Add light sources to your scene	<a href="https://docs.unity3d.com/ScriptReference/Light-intensity.html">https://docs.unity3d.com/ScriptReference/Light-intensity.html</a>

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<input type="checkbox"/>	72: Lighting   Light Component   Type - Differentiate light types by feature	Which of the following is true about Light types and their options? Select only one answer.	8.7	8.05 - Add light sources to your scene 8.07 - Bake a lightmap for your scene	<a href="https://docs.unity3d.com/Manual/Lighting.html">https://docs.unity3d.com/Manual/Lighting.html</a>
<input type="checkbox"/>	73: Lighting   Light Component   Type - Infer lighting settings by visual indicators	Look at the image below. Which of the following statements are true? Select all correct answers.	8.8	8.05 - Add light sources to your scene	<a href="https://docs.unity3d.com/Manual/Lighting.html">https://docs.unity3d.com/Manual/Lighting.html</a>
<input type="checkbox"/>	74: Lighting   Light Probes   Groups - Explain the function of Light Probes	Which of the following situations would justify the use of light probes in your Unity scene?	8.9	8.08 - Improve your lighting with Light Probes	<a href="https://docs.unity3d.com/Manual/LightProbes.html">https://docs.unity3d.com/Manual/LightProbes.html</a>
<input type="checkbox"/>	75: Materials and Effects   Effects   Image Effects - Differentiate Image Effects by their result	In the image below, you can see a jar with a plant inside it. What can you know for sure about the jar's material? You're trying to make a particle system that produces a steady stream of particles. However, you notice that there are large gaps in the emission of particles (see image below). What	7.1, 7.2	7.06 - Simulate solid surfaces 7.08 - Create translucent and transparent effects 7.09 - Add physical texture with bump mapping	<a href="https://docs.unity3d.com/Manual/StandardShaderMaterialParameters.html">https://docs.unity3d.com/Manual/StandardShaderMaterialParameters.html</a>
<input type="checkbox"/>	76: Materials and Effects   Effects   Image Effects - Predict particle option results	What is the difference between a normal map and a height map?	4.4, 4.6	4.04 - Create an environmental Particle System 4.05 - Create a burst particle	<a href="https://docs.unity3d.com/Manual/ParticleSystemModules.html">https://docs.unity3d.com/Manual/ParticleSystemModules.html</a>
<input type="checkbox"/>	77: Materials and Effects   Materials   Standard Shaders - Assess Rendering Modes	In the image below, there are 4 apples with slightly different materials, numbered from left to right 1, 2, 3, and 4. Which of the following statements are likely true about the apples?	7.10	7.06 - Simulate solid surfaces 7.07 - Map materials with textures 7.08 - Create translucent and transparent effects	<a href="https://docs.unity3d.com/Manual/StandardShaderMaterialParameters.html">https://docs.unity3d.com/Manual/StandardShaderMaterialParameters.html</a>
<input type="checkbox"/>	78: Materials and Effects   Materials   Standard Shaders - Match Standard Shader properties by their description	Which of the following are true about the Albedo of a material. Select two correct answers.	7.2, 7.3	7.06 - Simulate solid surfaces 7.09 - Add physical texture with bump mapping 8.09 - Examine and complete the indoor scene	<a href="https://docs.unity3d.com/Manual/shader-StandardShader.html">https://docs.unity3d.com/Manual/shader-StandardShader.html</a>
<input type="checkbox"/>	79: Materials and Effects   Materials   Standard Shaders - Define the Albedo of a material	What is the best description of how a particle system works in Unity? Select one answer. To change the default particle system, which emits a constant stream of particles, into a single burst of particles, what would you do? Select one answer.	7.4	7.06 - Simulate solid surfaces	<a href="https://docs.unity3d.com/Manual/StandardShaderMaterialParametersVsSpecular.html">https://docs.unity3d.com/Manual/StandardShaderMaterialParametersVsSpecular.html</a>
<input type="checkbox"/>	80: Materials and Effects   Particle System   Emitters - Explain particle system settings	Which of the following are true about AI navigation in Unity? Select all correct answers.	4.1, 4.2, 4.3, 4.7	4.04 - Create an environmental Particle System 4.05 - Create a burst particle 4.03 - Play around with a Particle System	<a href="https://docs.unity3d.com/Manual/ParticleSystemModules.html">https://docs.unity3d.com/Manual/ParticleSystemModules.html</a>
<input type="checkbox"/>	81: Materials and Effects   Particle System   Emitters - Differentiate particle options by their result	You're trying to make a particle system that produces a steady stream of particles. However, you notice that there are large gaps in the emission of particles (see image below). What	4.5, 4.6	4.04 - Create an environmental Particle System 4.05 - Create a burst particle 4.03 - Play around with a Particle System	<a href="https://docs.unity3d.com/Manual/ParticleSystemModules.html">https://docs.unity3d.com/Manual/ParticleSystemModules.html</a>
<input type="checkbox"/>	82: Materials and Effects   Particle System   Particle Systems - Predict particle option results	Which of the following are true about AI navigation in Unity? Select all correct answers.	4.4, 4.8	4.04 - Create an environmental Particle System 4.05 - Create a burst particle 4.03 - Play around with a Particle System	<a href="https://docs.unity3d.com/Manual/nav-NavigationSystem.html">https://docs.unity3d.com/Manual/nav-NavigationSystem.html</a>
<input type="checkbox"/>	83: Navigation and Pathfinding   Navigation Agents   Obstacle Avoidance - Explain obstacle avoidance using NavMesh agents	What is the purpose of the Max Slope property in the NavMesh settings? Select one correct answer.	2.6	2.09 - Adding AI Navigation	<a href="https://docs.unity3d.com/Manual/nav-BuildingNavMesh.html">https://docs.unity3d.com/Manual/nav-BuildingNavMesh.html</a>
<input type="checkbox"/>	84: Navigation and Pathfinding   Navigation Baking   Bake Settings - Explain the function of Max Slope	Which of the following are true about AI navigation in Unity? Select all correct answers.	2.7	2.09 - Adding AI Navigation	<a href="https://docs.unity3d.com/Manual/nav-BuildingNavMesh.html">https://docs.unity3d.com/Manual/nav-BuildingNavMesh.html</a>
<input type="checkbox"/>	85: Navigation and Pathfinding   Navigation Baking   Navigation - Explain the function of a NavMesh	Which of the following are true about AI navigation in Unity? Select all correct answers.	2.6	2.09 - Adding AI Navigation	<a href="https://docs.unity3d.com/Manual/nav-BuildingNavMesh.html">https://docs.unity3d.com/Manual/nav-BuildingNavMesh.html</a>
<input type="checkbox"/>	86: Navigation and Pathfinding   Navigation Baking   Navigation - Explain NavMesh baking	From left to right in the image below, what types of colliders are shown? Select one correct answer.	2.6	2.09 - Adding AI Navigation	<a href="https://docs.unity3d.com/Manual/colliders-section.html">https://docs.unity3d.com/Manual/colliders-section.html</a>
<input type="checkbox"/>	87: Physics   Colliders   3D Capsule - Identify colliders by their appearance		1.6	1.05 - Create a balanced primitive structure 4.05 - Create a burst particle 2.02 - Setting up the game	<a href="https://docs.unity3d.com/Manual/class-CapsuleCollider.html">https://docs.unity3d.com/Manual/class-CapsuleCollider.html</a>
<input type="checkbox"/>	88: Physics   Colliders   3D Capsule - Differentiate properties			2.07 - Detecting Collisions with Collectibles	<a href="https://docs.unity3d.com/Manual/class-CapsuleCollider.html">https://docs.unity3d.com/Manual/class-CapsuleCollider.html</a>
<input type="checkbox"/>	89: Physics   Colliders   3D Capsule - Transform colliders	From left to right in the image below, what types of colliders are shown? Select one correct answer.	1.6	9.06 - Source new assets 2.06 - Creating collectibles	<a href="https://docs.unity3d.com/Manual/CollidersOverview.html">https://docs.unity3d.com/Manual/CollidersOverview.html</a>
<input type="checkbox"/>	90: Physics   Colliders   3D Capsule - Utilize colliders	Which of the following is true about implementing Raycasts in Unity? Select all correct answers.	9.5	9.04 - Iterate on the player controller	<a href="https://docs.unity3d.com/Manual/CameraRay.html">https://docs.unity3d.com/Manual/CameraRay.html</a>
<input type="checkbox"/>	91: Physics   Optimization and Debugging   Raycast - Explain raycast parameters	Which of the following is true about implementing Raycasts in Unity? Select all correct answers.	9.5	9.04 - Iterate on the player controller	<a href="https://docs.unity3d.com/Manual/CameraRay.html">https://docs.unity3d.com/Manual/CameraRay.html</a>
<input type="checkbox"/>	92: Physics   Optimization and Debugging   Raycast - Describe the function of raycasts	Which of the following is true about implementing Raycasts in Unity? Select all correct answers.	9.5	9.04 - Iterate on the player controller	<a href="https://docs.unity3d.com/Manual/CameraRay.html">https://docs.unity3d.com/Manual/CameraRay.html</a>
<input type="checkbox"/>	93: Physics   Optimization and Debugging   Raycast - Assess raycast trajectories	Which of the following are true about the Unity components. Select all correct answers.	1.9	1.04 - Get started with the Unity Editor 2.03 - Moving the player	<a href="https://docs.unity3d.com/Manual/class-Rigidbody.html">https://docs.unity3d.com/Manual/class-Rigidbody.html</a>
<input type="checkbox"/>	94: Physics   Rigid Bodies   Components - Explain Rigidbody's			2.03 - Moving the player	<a href="https://docs.unity3d.com/Manual/RigidbodyConstantForce.html">https://docs.unity3d.com/Manual/RigidbodyConstantForce.html</a>
<input type="checkbox"/>	95: Physics   Rigid Bodies   Components - Locate Rigidbody's			2.03 - Moving the player	<a href="https://docs.unity3d.com/Manual/RigidbodyConstantForce.html">https://docs.unity3d.com/Manual/RigidbodyConstantForce.html</a>
<input type="checkbox"/>	96: Physics   Rigid Bodies   Components - Differentiate Rigidbody properties			1.05 - Create a balanced primitive structure 2.03 - Moving the player 9.07 - Unity Pro tips	<a href="https://docs.unity3d.com/Manual/RigidbodyConstantForce.html">https://docs.unity3d.com/Manual/RigidbodyConstantForce.html</a>
<input type="checkbox"/>	97: Physics   Rigid Bodies   Components - Assess the impact of forces on Rigidbody's			2.03 - Moving the player	<a href="https://docs.unity3d.com/Manual/RigidbodyConstantForce.html">https://docs.unity3d.com/Manual/RigidbodyConstantForce.html</a>
<input type="checkbox"/>	98: Programming   Camera API   ScreenPointToRay - Recognize the purpose of existing code	What is the most accurate description of what the code below is doing? Ray ray = Camera.main.ScreenPointToRay(Input.mousePosition); The following code is in a CameraController script, which is on a camera object that follows the player around. Given the comments and code in this script, what code would you use to in Unity, there are two possible input systems: one that uses the Input Manager and another that uses Input Actions?	9.8	9.04 - Iterate on the player controller	<a href="https://docs.unity3d.com/ScriptReference/Camera.ScreenPointToRay.html">https://docs.unity3d.com/ScriptReference/Camera.ScreenPointToRay.html</a>
<input type="checkbox"/>	99: Programming   GameObject   Components - Finalize specific lines of code	Which of the following are true about these two Which of the following is true about methods in C#? Select all three correct answers. One option about the purpose of method, Which of the following is true about methods in C#? Select all three correct answers. One option about the purpose of method,	2.8	2.03 - Moving the player 2.08 - Displaying Score and Text	<a href="https://docs.unity3d.com/Manual/class-InputManager.html">https://docs.unity3d.com/Manual/class-InputManager.html</a>
<input type="checkbox"/>	100: Programming   Input API   Computer input - Configure key mappings	In which situation would you want to use the Awake method in a Unity project? Select one correct answer.	9.14	9.03 - Reimagine your game on multiple platforms	<a href="https://docs.unity3d.com/Manual/class-InputManager.html">https://docs.unity3d.com/Manual/class-InputManager.html</a>
<input type="checkbox"/>	101: Programming   Methods/Functions   Declaration and Use - Explain the purpose of methods	In which situation would you want to use the Awake method in a Unity project? Select one correct answer.	2.10	2.08 - Displaying Score and Text 2.07 - Detecting Collisions with Collectibles 2.03 - Moving the player	<a href="https://docs.unity3d.com/Manual/class-InputManager.html">https://docs.unity3d.com/Manual/class-InputManager.html</a>
<input type="checkbox"/>	102: Programming   Methods/Functions   Declaration and Use - Differentiate methods by their result	In which situation would you want to use the Awake method in a Unity project? Select one correct answer.	2.10	5.09 - Add UI to your game 2.08 - Displaying Score and Text 9.07 - Unity Pro tips	<a href="https://docs.unity3d.com/Manual/class-InputManager.html">https://docs.unity3d.com/Manual/class-InputManager.html</a>
<input type="checkbox"/>	103: Programming   MonoBehaviour API   Awake - Differentiate methods by their result	In which one of the following situations would it make sense to use the FixedUpdate method? Select one correct answer.	2.9	2.09 - Adding AI Navigation 3.08 - Add audio to your game	<a href="https://docs.unity3d.com/Manual/class-MonoBehaviour.html">https://docs.unity3d.com/Manual/class-MonoBehaviour.html</a>
<input type="checkbox"/>	104: Programming   MonoBehaviour API   Awake - Recognize methods by their desired result		2.9	2.08 - Displaying Score and Text 2.07 - Detecting Collisions with Collectibles 6.12 - Add Animation to your game	<a href="https://docs.unity3d.com/ScriptReference/MonoBehaviour.FixedUpdate.html">https://docs.unity3d.com/ScriptReference/MonoBehaviour.FixedUpdate.html</a>
<input type="checkbox"/>	105: Programming   MonoBehaviour API   Fixed update - Evaluate the effectiveness of specific methods		2.12	2.03 - Moving the player 9.04 - Iterate on the player controller	

0.00% LEARNING OBJECTIVES	SAMPLE QUESTION PROMPT	QUIZ QUESTIONS	LESSON COVERAGE	DOCUMENTATION LINK
<input type="checkbox"/> 106: Programming   Object Oriented Programming   Objects - Recognize class definitions from provided code	What is the name of the script (class) below? Select one correct answer.	2.13	2.03 - Moving the player 9.04 - Iterate on the player controller	<a href="https://learn.unity.com/project/beginner-gamplay-scripting">https://learn.unity.com/project/beginner-gamplay-scripting</a>
<input type="checkbox"/> 107: Programming   Quaternion   Use of - Explain Quaternions			4.07 - Add VFX to your game	<a href="https://docs.unity3d.com/Manual/class-Quaternion.html">https://docs.unity3d.com/Manual/class-Quaternion.html</a>
<input type="checkbox"/> 108: Programming   Time   DeltaTime - Explain DeltaTime	Which of the following is an accurate definition of the Time.DeltaTime property? Select one correct answer.	2.14	2.06 - Creating collectibles	<a href="https://docs.unity3d.com/ScriptReference/Time-DeltaTime.html">https://docs.unity3d.com/ScriptReference/Time-DeltaTime.html</a>
<input type="checkbox"/> 109: Programming   Unity Interface   File Management - Differentiate public variable within code	Which of the following variables will appear in the Inspector? Select one correct answer.	2.15	2.03 - Moving the player	<a href="https://docs.unity3d.com/Manual/VariablesAndTheInspector.html">https://docs.unity3d.com/Manual/VariablesAndTheInspector.html</a>
<input type="checkbox"/> 110: Programming   Unity Interface   File Management - Create a new script	Which of the following are valid ways to create a new script in Unity? Select two correct answers.	2.16	2.03 - Moving the player	<a href="https://docs.unity3d.com/Manual/CreatingAndUsingScripts.html">https://docs.unity3d.com/Manual/CreatingAndUsingScripts.html</a>
<input type="checkbox"/> 111: Programming   Variables   Floating Point - Recognize and replace variables within code	Which of the following variables are declared correctly? Select all correct answers.	2.11	2.03 - Moving the player 2.06 - Creating collectibles	<a href="https://learn.microsoft.com/en-us/dotnet/csharp/tour-of-unity">https://learn.microsoft.com/en-us/dotnet/csharp/tour-of-unity</a>
<input type="checkbox"/> 112: Programming   Variables   Integer - Recognize and replace variables within code	Which of the following variables are declared correctly? Select all correct answers.	2.11	2.08 - Displaying Score and Text -	<a href="https://learn.microsoft.com/en-us/dotnet/csharp/tour-of-unity">https://learn.microsoft.com/en-us/dotnet/csharp/tour-of-unity</a>
<input type="checkbox"/> 113: Programming   Variables   Vector3 - Define variables	Which of the following variables are declared correctly? Select all correct answers.	2.11	2.03 - Moving the player 2.04 - Moving the camera 2.06 - Creating collectibles	<a href="https://docs.unity3d.com/Manual/Vector3Cookbook.html">https://docs.unity3d.com/Manual/Vector3Cookbook.html</a>
<input type="checkbox"/> 114: Project Management   Game Objects   Layers - Explain the function of layers	Which of the following is an appropriate use of layers in Unity? Select one correct answer.	9.4	9.04 - Iterate on the player controller	<a href="https://docs.unity3d.com/Manual/Layers.html">https://docs.unity3d.com/Manual/Layers.html</a>
<input type="checkbox"/> 115: Project Management   Game Objects   Tags - Identify the function of Tags	In which of the following situations would you want to use a Tag on a GameObject in Unity? Select one correct answer.	2.17	2.07 - Detecting Collisions with Collectibles	<a href="https://docs.unity3d.com/Manual/Tags.html">https://docs.unity3d.com/Manual/Tags.html</a>
<input type="checkbox"/> 116: Project Management   Game Objects   Transform - Explain the function of GameObject components	Which of the following are true about the Unity components. Select all correct answers.	1.9	1.04 - Get started with the Unity Editor	<a href="https://docs.unity3d.com/Manual/class-Transform.html">https://docs.unity3d.com/Manual/class-Transform.html</a>
<input type="checkbox"/> 117: Project Management   Game Objects   Transform - Recognize GameObject components	Which of the following are true about the Unity components. Select all correct answers.	1.9	1.04 - Get started with the Unity Editor 1.05 - Create a balanced primitive structure	<a href="https://docs.unity3d.com/Manual/class-Transform.html">https://docs.unity3d.com/Manual/class-Transform.html</a>
<input type="checkbox"/> 118: Project Management   Game Objects   Components - Differentiate components by their properties			1.04 - Get started with the Unity Editor 2.03 - Moving the player	<a href="https://docs.unity3d.com/Manual/UsingComponents.html">https://docs.unity3d.com/Manual/UsingComponents.html</a>
<input type="checkbox"/> 119: Services   Ads   Ad Types - Differentiate Unity services by a set of features	Which of the following is true about Unity Services? Select one correct answer.	9.6	9.03 - Reimagine your game on multiple platforms	<a href="https://docs.unity.com/ads">https://docs.unity.com/ads</a>
<input type="checkbox"/> 120: Services   Ads   Function - Recognize Unity services from a description	Which of the following is true about Unity Services? Select one correct answer.	9.6	9.03 - Reimagine your game on multiple platforms	<a href="https://docs.unity.com/ads">https://docs.unity.com/ads</a>
<input type="checkbox"/> 121: Services   Analytics   Function - Summarize the benefits of Unity Analytics	Which of the following is true about Unity Analytics? Select one correct answer.	9.7	9.03 - Reimagine your game on multiple platforms	<a href="https://docs.unity.com/analytics">https://docs.unity.com/analytics</a>
<input type="checkbox"/> 122: Services   Analytics   Project ID - Implement Unity Analytics within a game	Which of the following is true about Unity Analytics? Select one correct answer.	9.7	9.03 - Reimagine your game on multiple platforms	<a href="https://docs.unity.com/analytics">https://docs.unity.com/analytics</a>
<input type="checkbox"/> 123: Services   Cloud Build   Platforms - Examine the features of Unity Cloud Build	Which of the following is true about Unity Cloud Build? Select one correct answer.	9.9	9.03 - Reimagine your game on multiple platforms	<a href="https://unity.com/solutions/ci-cd">https://unity.com/solutions/ci-cd</a>
<input type="checkbox"/> 124: Services   Collaborate   Function - Describe the requirements for Unity Cloud Build	Which of the following is true about Unity Cloud Build? Select one correct answer.	9.9	9.03 - Reimagine your game on multiple platforms	<a href="https://unity.com/solutions/ci-cd">https://unity.com/solutions/ci-cd</a>
<input type="checkbox"/> 125: User Interface   Button   Function - Differentiate button properties	Which button property in Unity allows you to specify a function that will be called when the button is clicked?	5.2	5.06 - Add basic button functionality	<a href="https://docs.unity3d.com/Packages/com.unity.ui@9.1.0/manual/script-Button.html">https://docs.unity3d.com/Packages/com.unity.ui@9.1.0/manual/script-Button.html</a>
<input type="checkbox"/> 126: User Interface   Button   Interaction - Predict methods called by action	Below is a screenshot from a Button component. What will happen when the button is clicked? Select one answer.	5.3	5.06 - Add basic button functionality 5.07 - Add toggles and sliders	<a href="https://docs.unity3d.com/Packages/com.unity.ui@9.2.0/manual/script-Button.html">https://docs.unity3d.com/Packages/com.unity.ui@9.2.0/manual/script-Button.html</a>
<input type="checkbox"/> 127: User Interface   Button   Transition - Explain button properties	Which of the following is NOT an option for a Button's Transition property? You are creating a simulation where the user can pick up a 3D tablet in the scene, and then read text and press buttons on that tablet. Which Canvas Render Mode is appropriate for this	5.4	5.06 - Add basic button functionality	<a href="https://docs.unity3d.com/Packages/com.unity.ui@9.2.0/manual/script-Button.html">https://docs.unity3d.com/Packages/com.unity.ui@9.2.0/manual/script-Button.html</a>
<input type="checkbox"/> 128: User Interface   Canvas   Coordinates - Differentiate render modes		5.5	5.04 - Manage screen size and anchors 5.08 - Challenge: Make a workspace UI	<a href="https://docs.unity3d.com/Packages/com.unity.ui@9.2.0/manual/UICanvas.html">https://docs.unity3d.com/Packages/com.unity.ui@9.2.0/manual/UICanvas.html</a>
<input type="checkbox"/> 129: User Interface   Image   Sprites - Differentiate UI components	What kind of asset can you use for the Source Image property in the Image component?	5.6	5.05 - Create a menu background with images	<a href="https://docs.unity3d.com/Packages/com.unity.ui@9.2.0/manual/script-Image.html">https://docs.unity3d.com/Packages/com.unity.ui@9.2.0/manual/script-Image.html</a>
<input type="checkbox"/> 130: User Interface   Rect Tool   Anchor - Identify anchor points	How is an anchor point represented in the Scene view?	5.7	5.04 - Manage screen size and anchors	<a href="https://docs.unity3d.com/Packages/com.unity.ui@9.2.0/manual/UIBasicLayout.html">https://docs.unity3d.com/Packages/com.unity.ui@9.2.0/manual/UIBasicLayout.html</a>
<input type="checkbox"/> 131: User Interface   Rect Tool   Anchor - Utilize pivots and anchors	The image below shows a button anchored to the bottom-right corner of the Canvas. What will happen if the screen is resized? Select one answer.	5.8	5.04 - Manage screen size and anchors	<a href="https://docs.unity3d.com/Packages/com.unity.ui@9.2.0/manual/UIBasicLayout.html">https://docs.unity3d.com/Packages/com.unity.ui@9.2.0/manual/UIBasicLayout.html</a>
<input type="checkbox"/> 132: User Interface   Rect Tool   Rect Transform - Differentiate UI components	In the example settings background image shown below, what do the Anchors Min and Max properties in the Rect Transform component control?	5.9	5.05 - Create a menu background with images 5.04 - Manage screen size and anchors	<a href="https://docs.unity3d.com/Packages/com.unity.ui@9.2.0/manual/class-RectTransform.html">https://docs.unity3d.com/Packages/com.unity.ui@9.2.0/manual/class-RectTransform.html</a>
<input type="checkbox"/> 133: User Interface   Rect Tool   Rect Transform - Assess Rect Transform features	What is the purpose of the Pivot property in Unity's RectTransform component?	5.10	5.05 - Create a menu background with images 5.04 - Manage screen size and anchors	<a href="https://docs.unity3d.com/Manual/class-RectTransform.html">https://docs.unity3d.com/Manual/class-RectTransform.html</a>
<input type="checkbox"/> 134: User Interface   Rect Tool   Rect Transform - Utilize text properties	True or false: The UI below could have been created using the text settings below.	5.11	5.03 - Add a title to your scene	<a href="https://docs.unity3d.com/Manual/com.unity.textmeshpro.html">https://docs.unity3d.com/Manual/com.unity.textmeshpro.html</a>
<input type="checkbox"/> 135: User Interface   Slider   Slider - Describe the function of UI components	In the Slider component, what does the Value property control?	5.12	5.07 - Add toggles and sliders	<a href="https://docs.unity3d.com/Packages/com.unity.ui@9.2.0/manual/script-Slider.html">https://docs.unity3d.com/Packages/com.unity.ui@9.2.0/manual/script-Slider.html</a>