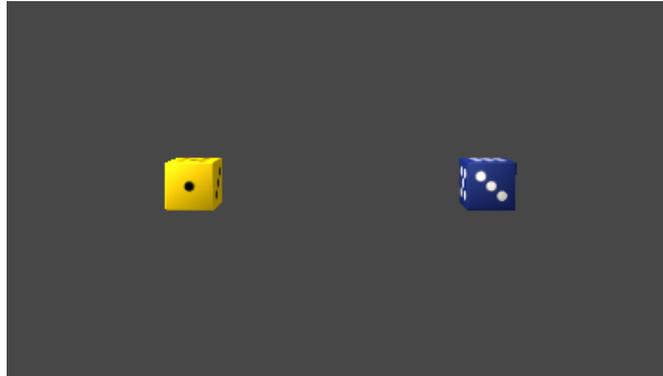


UNITY SPEED TEST

SCENE NAVIGATION AND OBJECT MANIPULATION



RULES

- Start with the “starting” view showing two dice as above
- Use hotkeys instead of the icons to move, rotate, or scale objects
- Zooming towards an object is not the same as framing an object
- You may use fly through keys to pan and zoom if you prefer

INSTRUCTIONS

1. Zoom towards the yellow die until it is the only die in your view. 
2. Pan to the right until the blue die is fully in your view. 
3. Frame the yellow die so it is in the center of your view. 
4. Zoom in/out until it fills about half of the scene window.
5. Orbit left around the yellow die so that you see the side with four pips. 
6. Rotate the yellow die so that the side with one pip is facing you. 
7. Zoom forward through the yellow die until you see the blue die. 
8. Look back towards the yellow die. 
9. Zoom backward until you pass through the blue die. 

10. Rotate the blue die clockwise 90 degrees (1 turn). 

11. Return to the starting view.  
Dice have changed orientation.

12. Duplicate the blue die.

13. Move the new die to be centered between the original dice.   

14. Roughly double the size of the newly created die.   

15. Frame the yellow Die. 

16. Duplicate the yellow die.

17. Move the new yellow die to the left of the original yellow die.  

18. Rotate the new yellow die clockwise 90 degrees.  

19. Move the new yellow die to the right so that it is flush against the original yellow die. 

20. Select both yellow dice.

21. Rotate the yellow dice together (as a group) so their positions are swapped. 

Toggle Tool Hand Position to Center



22. Change view so that you are looking down at all the dice



23. Delete the larger blue die.   

24. Delete the yellow die with six pips showing.  

25. Move the blue die so it snaps flush against the yellow die. 