1b. Using the near and far clipping planes can be used to ensure objects aren’t left out of the scene and are rendered. If a 3D model was moving in the scene and the camera needed to keep the object in the scene or camera view at all times, this can be achieved by making the camera a child of the object. This would allow the camera to have its position set relative to the 3D objects position rather than the worlds position, making the camera always follow the 3D object keeping it in the view of the camera at all times. There are other ways to achieve this effect like using a script to keep track of the object and follow it as required without the need to making the camera a child of the 3D object in the scene.

1c. The Clear Flag property is used to change how the camera reacts to the view not obstructed by an object. With this setting we can add a skybox to simulate a round sky around the game world or we can change the setting to be a solid colour effectively making the sky one shade of colour. The other two options, depth and nothing are used to display the last colour used for the clear sky.

2a. Using a single spotlight from above the 3D model in the scene we can achieve relisting shadows by setting the “Shadow Type” to “Soft Shadows” and by adjusting the strength variable to about 0.7.

2b. You can create soft and hard shadows in the scene by setting the lights “Shadow Type” to either “Soft Shadows” or “Hard Shadows” depending on the type of shadows your scene requires.

2c. Without writing a whole scriptable renderer, a similar affect can be made by using two different directional lights in the scene with different intensity values and different rotations from one another. Making a second directional light 90 degrees to the left or right i.e. the Y axis, we can have multiple directional shadows from the light sources. Using a lower intensity for the second light allows both shadows be visible without them appearing to merge together.