

## Intro to Roblox Studio - Colors & Materials

**Required Previous Knowledge:** Students should have accounts set up and have gone through the lesson **Designing an Obby**

**Lesson running time:** Approx. 15 minutes to 45 minutes

At this point students should be given more time for independent practice. Stagger new topics as they seem ready. You can easily vary amount of time given to suit your program

**Optional Handouts:** [Theming Worksheet](#), [Roblox Studio Cheat Sheet](#)

**Learning objectives and outcomes:** Use color and material to create a theme within the obby. Students will learn how to select and manipulate multiple objects at once.

## Game Design Principle - Theming

Theming is more than simply picking out colors for a game. Theming creates the setting and mood for your game. What colors would you use to create the following settings:

- A happy day at the park
- A volcano about to blow up
- A unicorn ranch on the moon

In addition to color, professional game developers use props, lighting, narrative, and sound to create a theme for their games.

### Choose Your Theme

What would you like the theme for your obby to be?

Color the parts you've used in your game so far to match it. For instance, if your obby is space themed, all of the parts might be colored and shaped like asteroids. If it is unicorn themed, maybe the parts are purple, pink, and blue. Whenever you make choices, think about how they can relate to your theme. Can't think of a theme? Write down the following:

Examples:

- If you could visit anywhere, where would it be?
- Your favorite book or movie
- Your favorite sport

Any of those things can be a theme for your obby!

## Plan Your Theme

- Write down your theme
- Write down colors and part shapes that match your theme

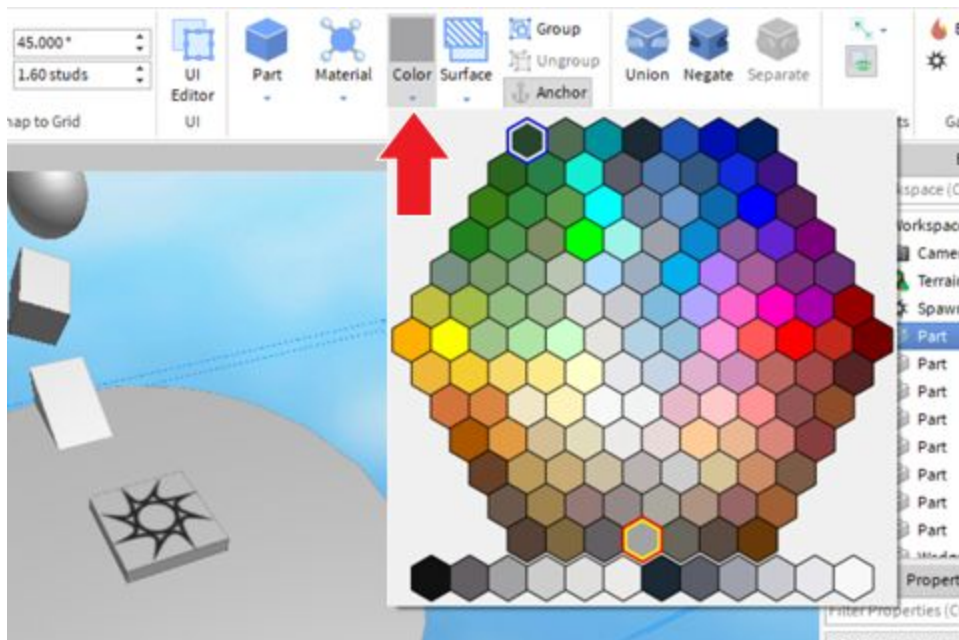
## Changing How Parts Look

### Change the Color of Parts

1. Select the part
2. In the **Model** tab, click the arrow beneath **Color**
3. Click on a color
4. Once you have a color selected, you can click the color square to assign it to any selected part
5. Ask your neighbors for their advice on how to make your colors match your theme

### Teaching Tip

Give three - five minutes to complete this. Walk around and ask students how their color choices are creating the theme for their game.



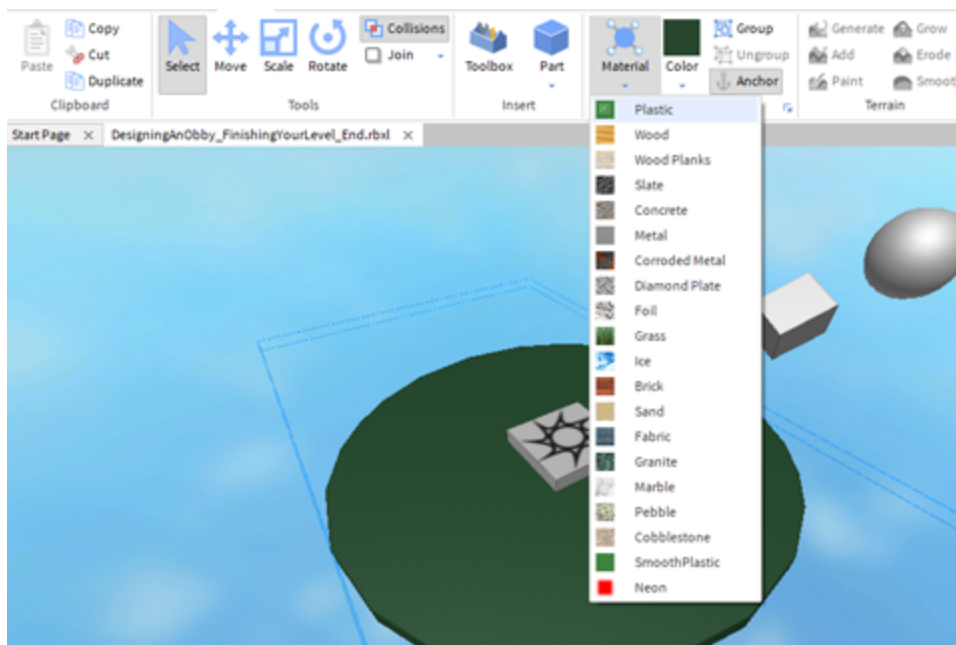


## Change the Material of Parts

1. Select the part
2. Click the arrow beneath **Material** to select a material you would like to use
3. Once you have a material selected, you can click the color square to assign it to any selected part

### Teaching Tip

Give students a minute or two to change the material of a couple of parts

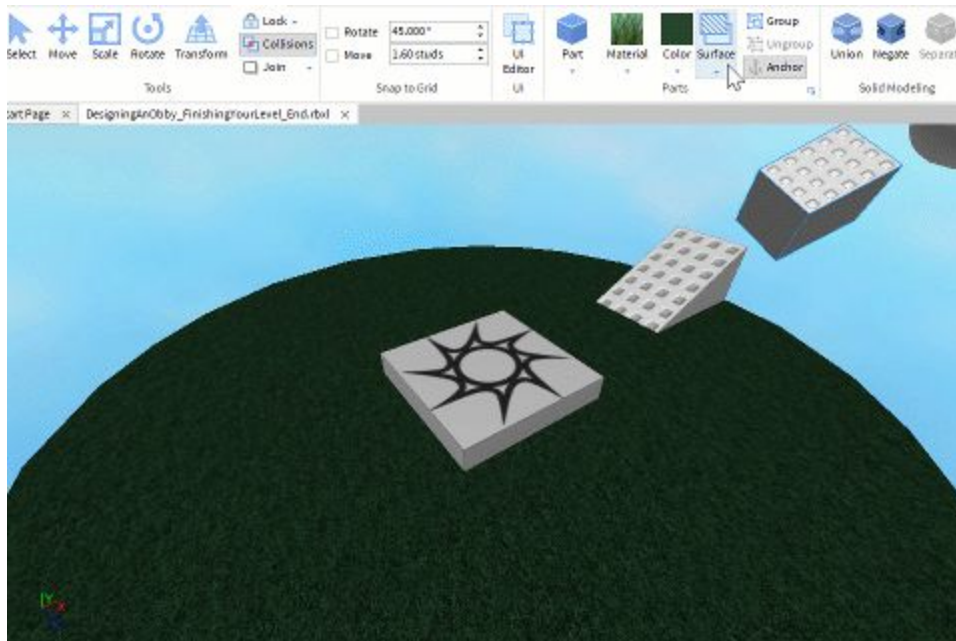


## Change Surface Type to Smooth

Different types of surfaces are designed to hold parts together in different ways while moving. Since our parts so far don't need to stick to other parts while moving, they can all be smooth.

1. Click the **Model** tab
2. Click the arrow beneath Surface
3. Select **Smooth** or **Smooth No Outline**
4. Click the surface you want to make smooth

You'll notice only the surface selected will be smoothed, not the whole part.

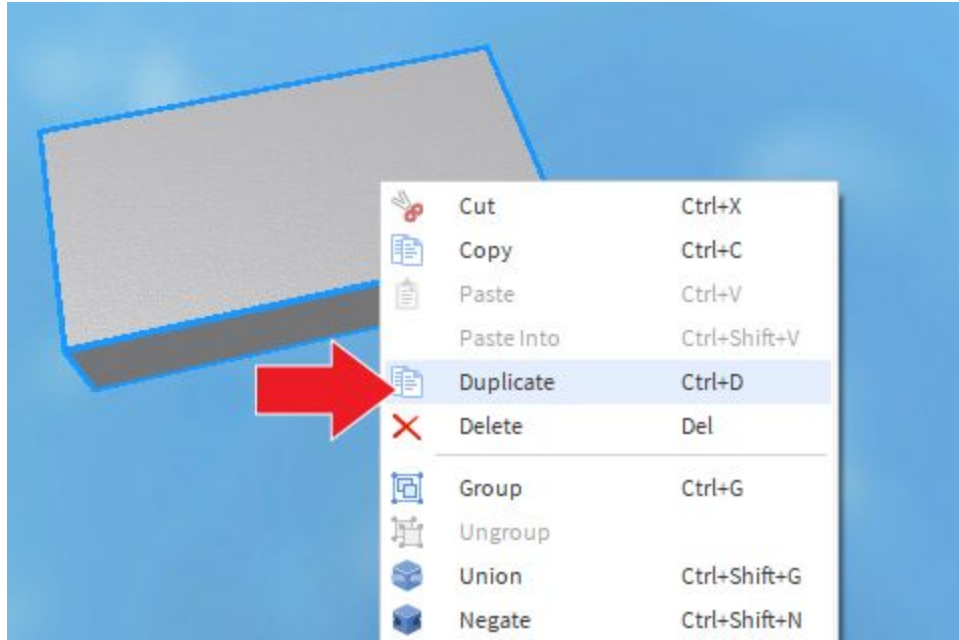


## Duplicating Parts

Using the same part in multiple places and only slightly changing them will save you time when building. Professional game developers will also often use the same part slightly rotated or scaled differently.

To duplicate a part:

1. Select the part.
2. Right-click and select **Duplicate** from the drop-down menu.



## Hotkeys

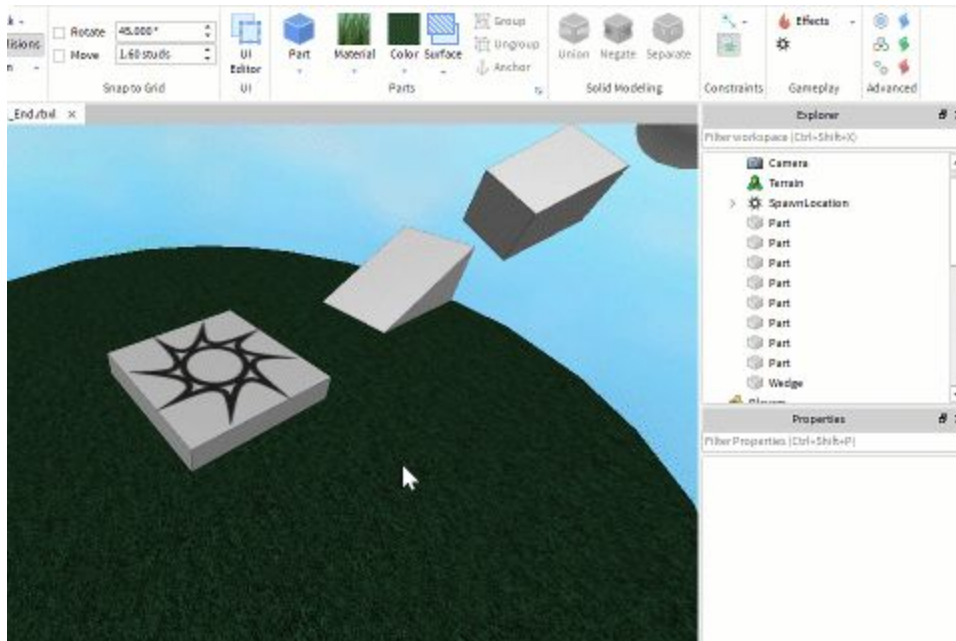
Hotkeys are special key combinations you can use instead of going through menus. Try the appropriate hotkey below.

- Windows: Ctrl+D
- Mac: Command+D

## Selecting Multiple Parts

To quickly change an aspect of multiple parts at once, you can select multiple parts.

- Hold down **Ctrl** while selecting parts in the explorer or in the camera view.



## Grouping

If there are multiple parts that you find yourself selecting often, you can organize them into groups. Any change to the group will be made to every part within the group.

To create a group:

- Select all of the parts you would like to group together
- Click the **Group** button

To Ungroup parts:

- Click the **Ungroup** button