# Assignment

Assignment: Before 5 o'clock every Friday, you should upload a set of assets you have created for use in unity. The package you submit should contain a folder with that Friday's date. It should contain folders with each of the following.

* Sounds
  + Should contain 3 sounds of less than 1 minute each. Each should be recorded with your phone. These can be spoken word, sound effects, ambient sounds, anything you like.
* Reference Images
  + Should contain 3 Reference Images you have chosen for their color values. You can use them from within Unity to create a sent of colors that will work together. Images can be from films, artwork, photos you've taken -- almost anything, as long as the colors convey the mood you are after.
* Palettes
  + Should contain 3 Palettes collected using Adobe Capture, and can be created from anything you like.
* Patterns
  + Should contain 3 Patterns, you have collect with Adobe Capture.
* Textures
  + Should contain 3 images or photos, taken with your phone camera. Once you have the images, you can use Photoshop to create the textures, normal maps, and so on, for your work.
* Video
  + Should contain 1 video you've created with Unity. It should be at least 20 seconds long. The colors used should be chosen according to one of your palettes or reference images.
  + It should contain one or more structures you have created with ProBuilder or PolyBrush.
  + It should contain motion, either animated or driven by code.
  + It should contain textures, patterns and sounds -- all of which you have created.

You should notice several things. If you do this work, by the end of the semester, you’ll notice sounds, colors, and shapes you might never have been aware of. Almost as important, you’ll be able to create any resource you need in Unity and VR without relying on anyone else. You’ll be able to own anything you make.

That’s a big deal.