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Game Object color swap tutorial

In this tutorial I will explain to you how to change materials of an object through code

STEP 1

Create a scene with any 3D object to which you will attach a new script named “color change”

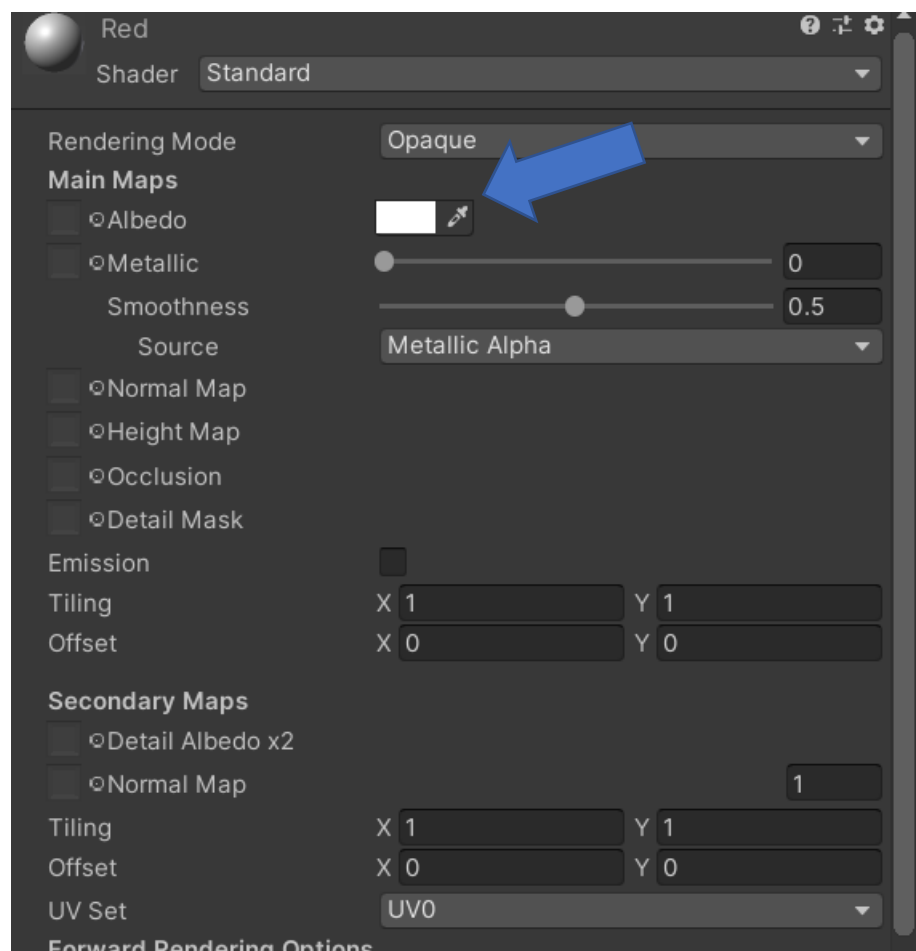
In the Project tab, in the Assets folder create a new folder and name it Materials

STEP 2

Inside this new folder, right click on the blank space, in the radial menu choose the “Create” option and the pick “material” name the material as color of your choice.

This will open a new tab in the inspector, here you can make a material: the way a surface is rendered in unity, among other things you can change the color by clicking in the apposite button next to the “Albedo” option. By clicking there you can choose a new, matching color for the material, after this you may save it.

Create three different materials of different colors this way.



STEP 3

Open the Color Change script and declare a few variables to reference the colors

```
public Material red;  
public Material yellow;  
public Material blue;  
int counter = 1;
```

You will be able to reference them in the inspector tab.

Then declare another variable

```
private MeshRenderer MR;
```

To which we will get a reference of the 3D object's visual elements in the Start function

```
MR = gameObject.GetComponent<MeshRenderer>();
```

STEP 4

In the Update function we will get the input of the player and upon each of them we will switch the color among the three using a counter to keep track of them.

```
if (Input.GetKeyDown(KeyCode.C))
{
    if (counter == 1 )
        MR.material = yellow;
    if (counter == 2 )
        MR.material = blue;
    if (counter == 3 )
        { MR.material = red;
          Counter = 0; }
    Counter++;
}
```