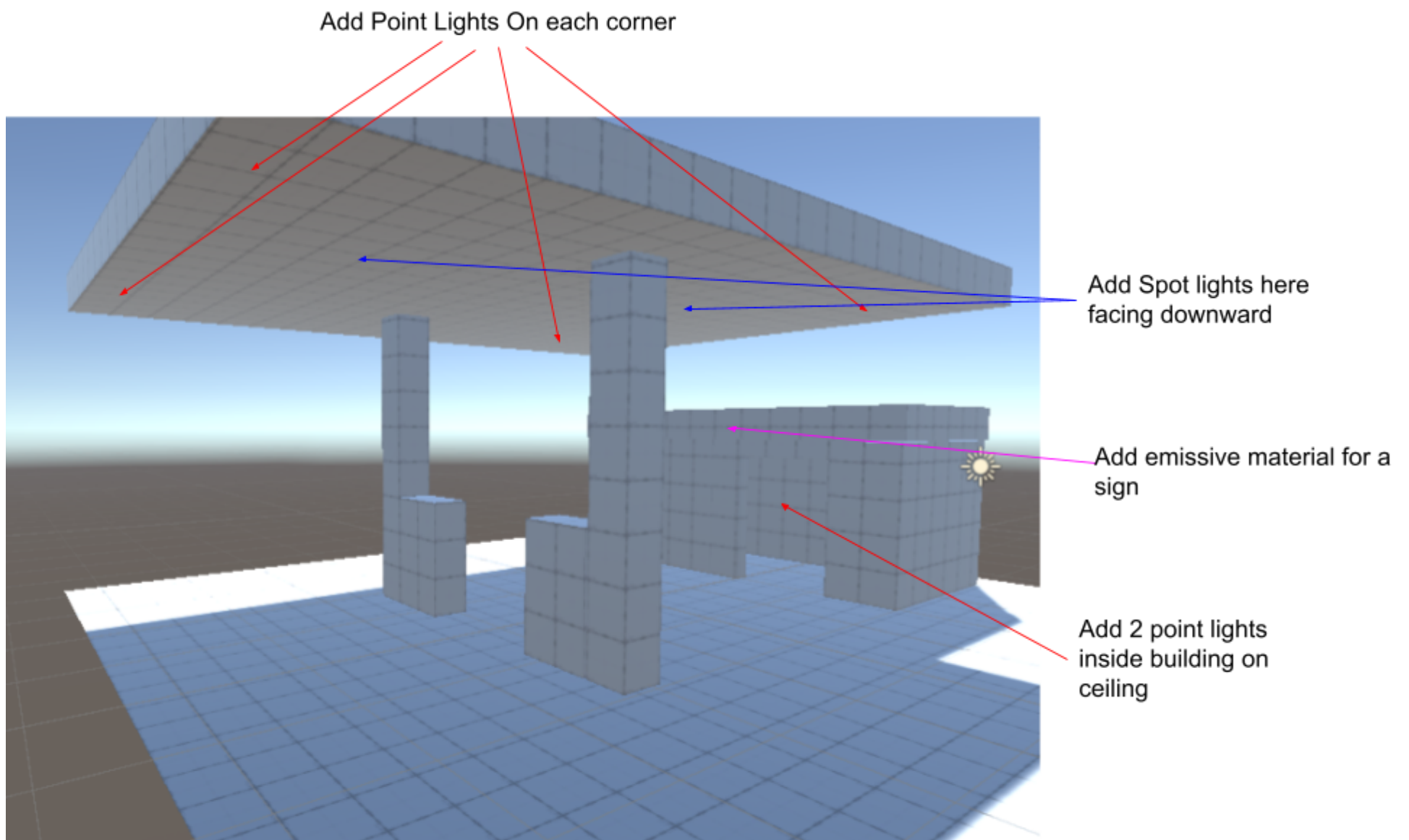


COMP2007 - Game Development

Lighting Exercise

Add lights and light probes to a scene and bake the lighting.
The scene is a Garage at night, add lights to illuminate the mesh.

The Garage scene from a previous week has been included for the lighting exercise



Start

Download the “Lighting in Unity Project” zip file from the DLE page
Unzip the project and open the EXERCISE scene

Task 1

Add **Point lights** to the 4 corners of the garage roof

Task 2

Add 2 **Point lights** inside the building, near the ceiling

Task 3

Add 2 **Spot Lights** to the roof, pointing down towards the ground where vehicles will park to fill up.

Task 4

Add a **simple mesh** for a sign on the front of the building

Task 5

Add an **emissive material** to the sign, to make it glow in the dark

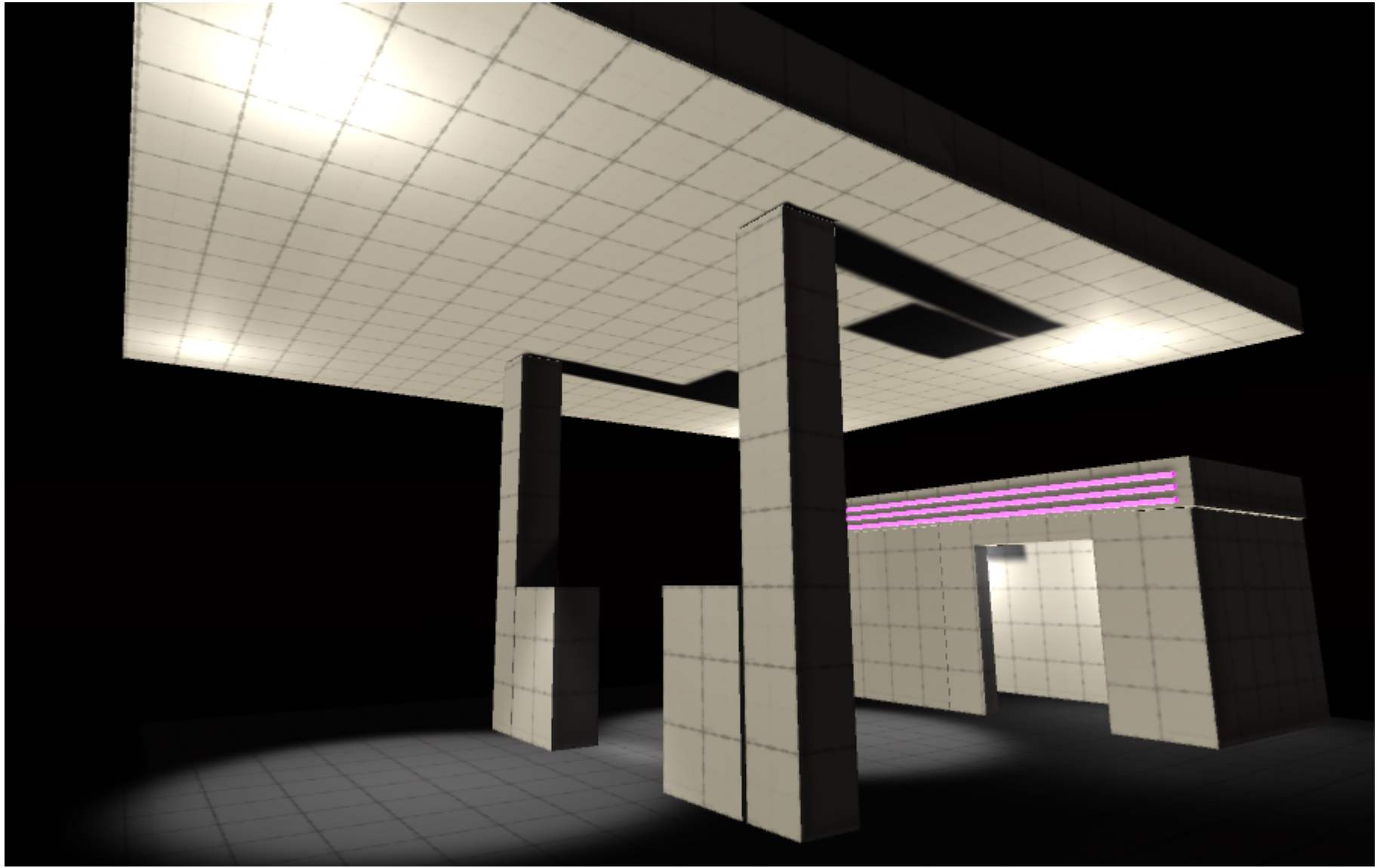
Task 6

Bake the Scene from the **Lighting window**

To open the Lighting window from the top menu go to Window -> Rendering -> Lighting

Click the **Generate Lighting** button

Here is a simple setup using the tasks, aim for this and then adjust to your own preference



Optional

- Experiment with light colours to achieve a more natural light
- Add your own textures using probuilder
- Add a mesh for emissive materials on the lighting on the fuel pumps
- Replace with custom meshes using Probuilder



UNIVERSITY OF
PLYMOUTH