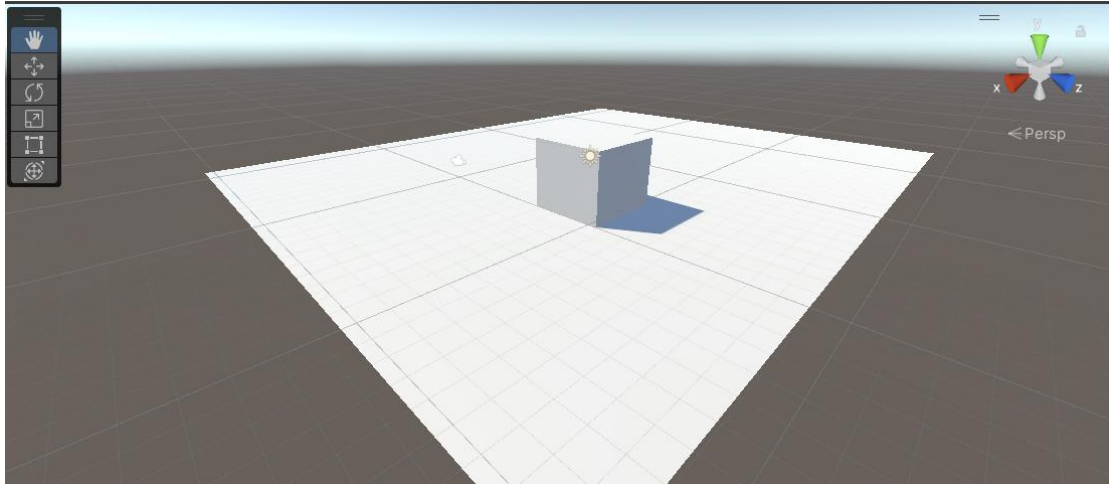


GAME PROGRAMMING LAB - 8

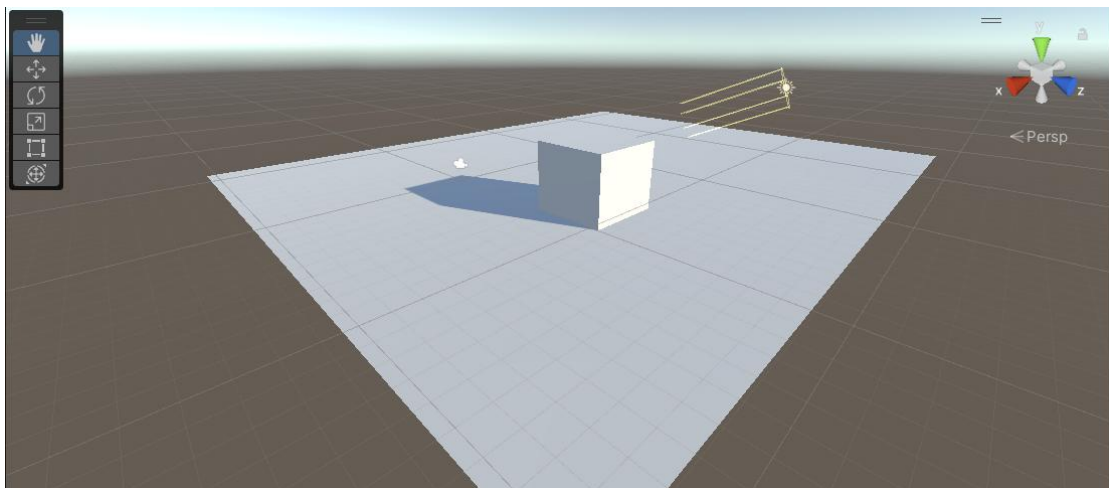
Lighting

Initial setup :

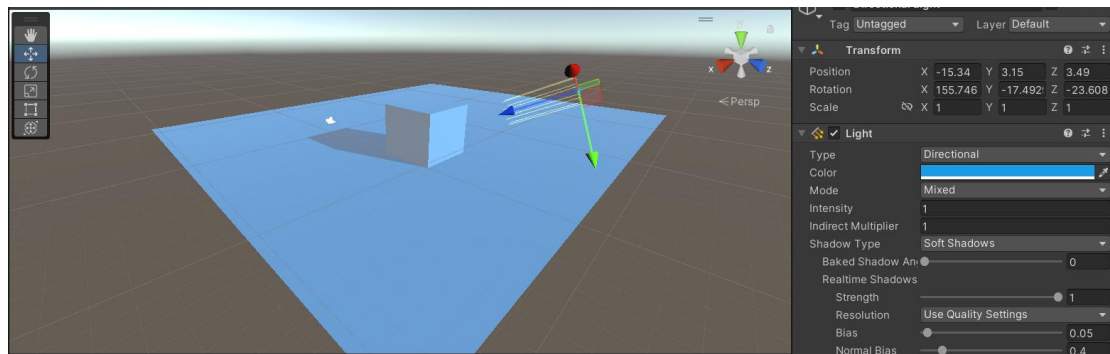


Directional Light

When we change the rotation and direction of directional light

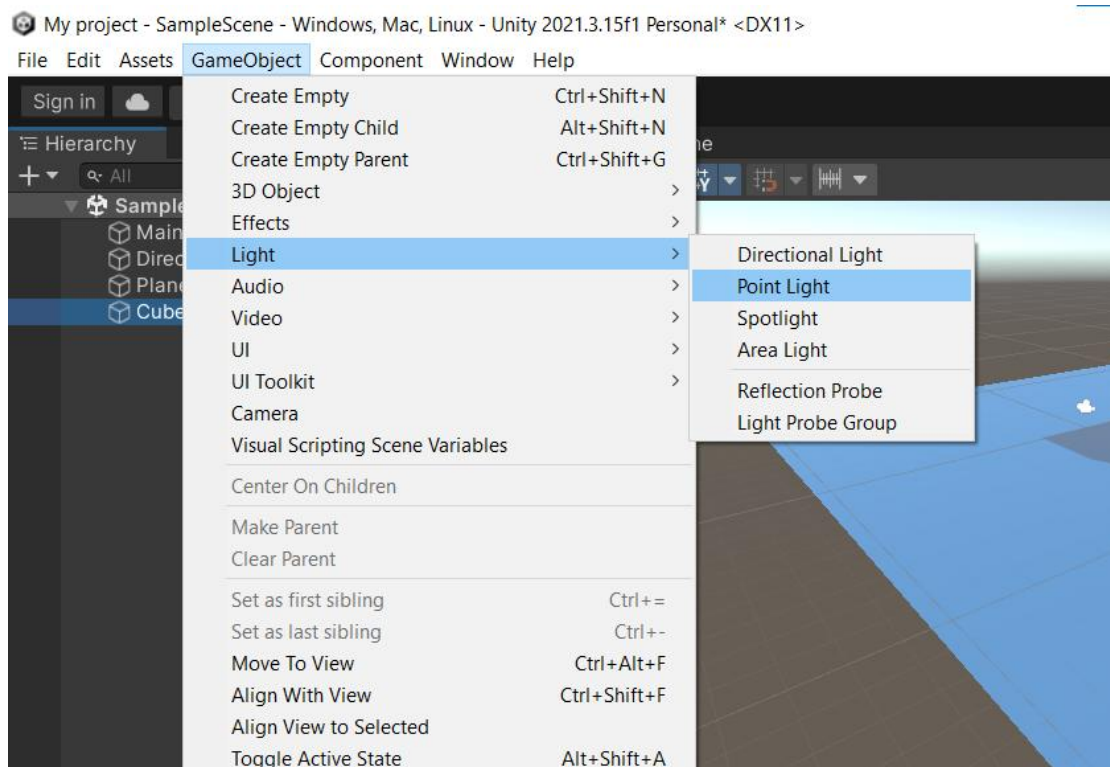


Changing the color

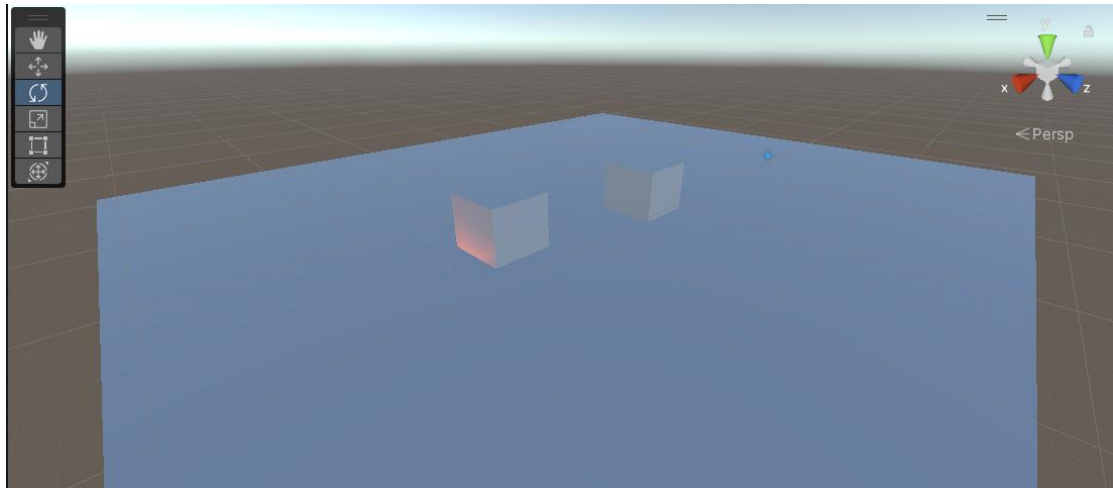


Point Light

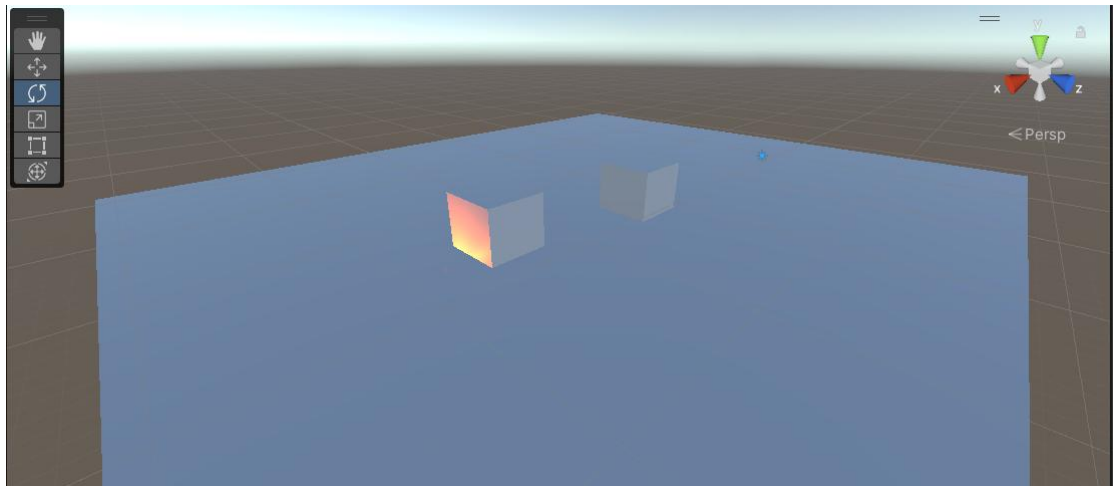
Add point light to the scene



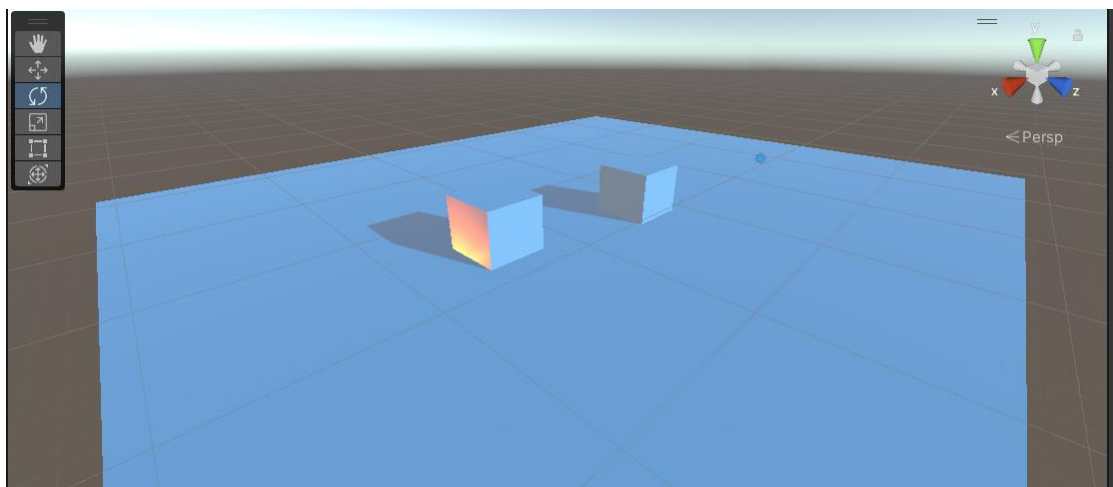
Add another cube to the scene to observe the effects and difference



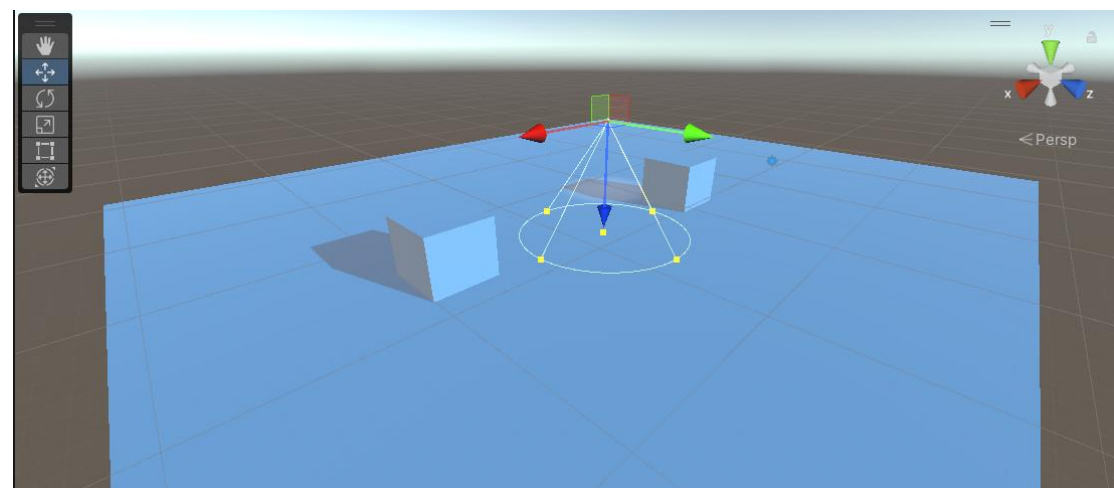
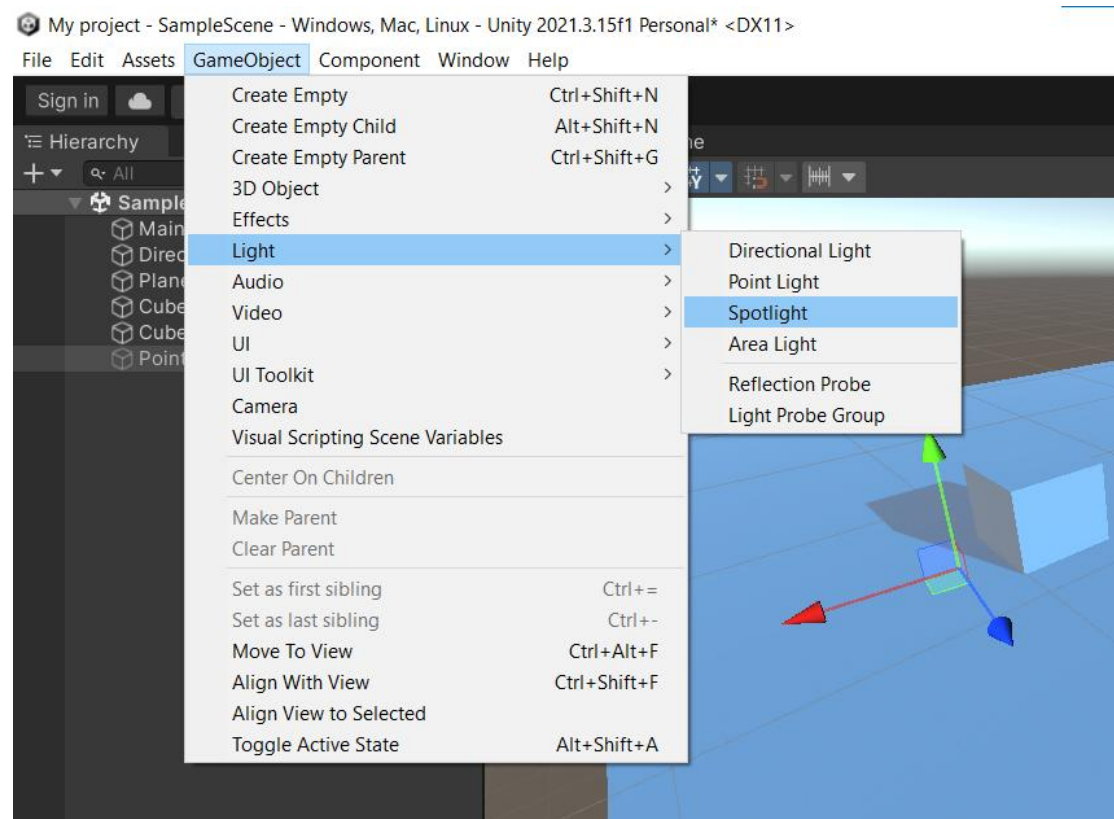
Increase intensity to see effects more clearly

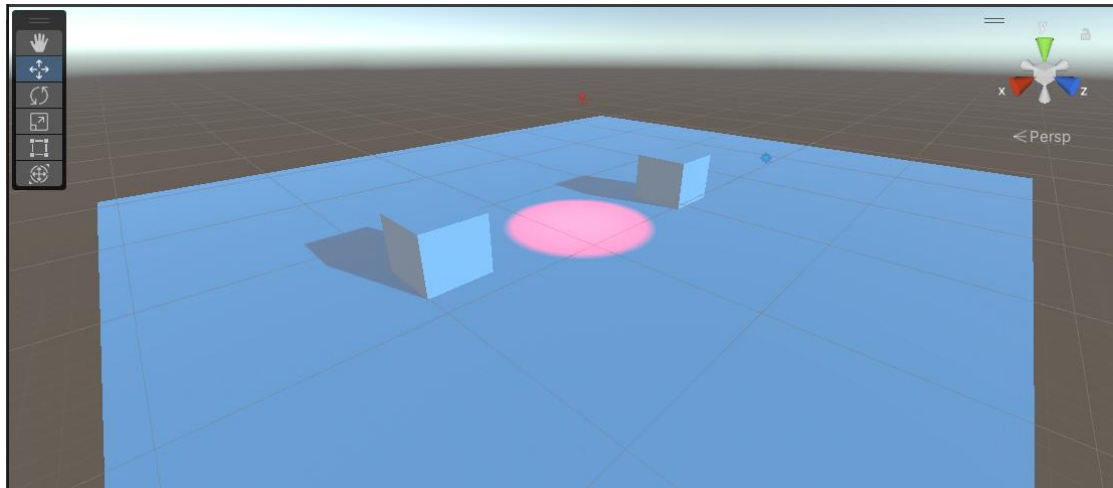


Enable both directional and point lights

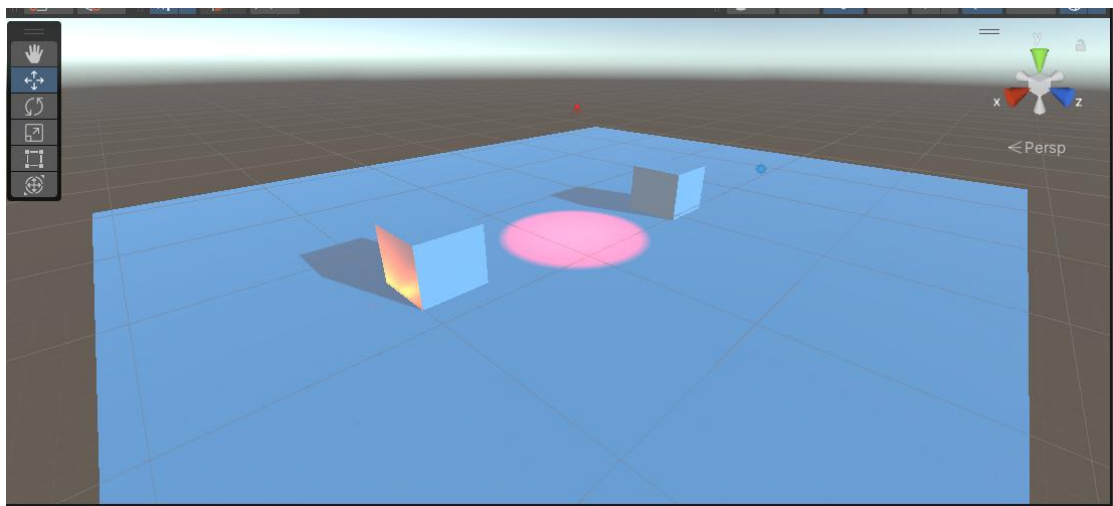


Spot Light



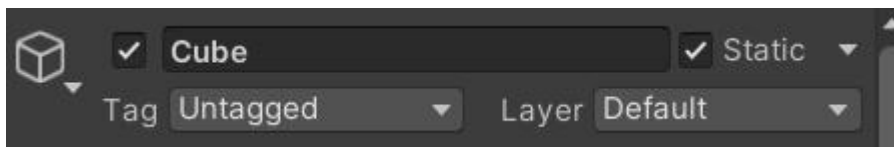


Enabling all 3 lights



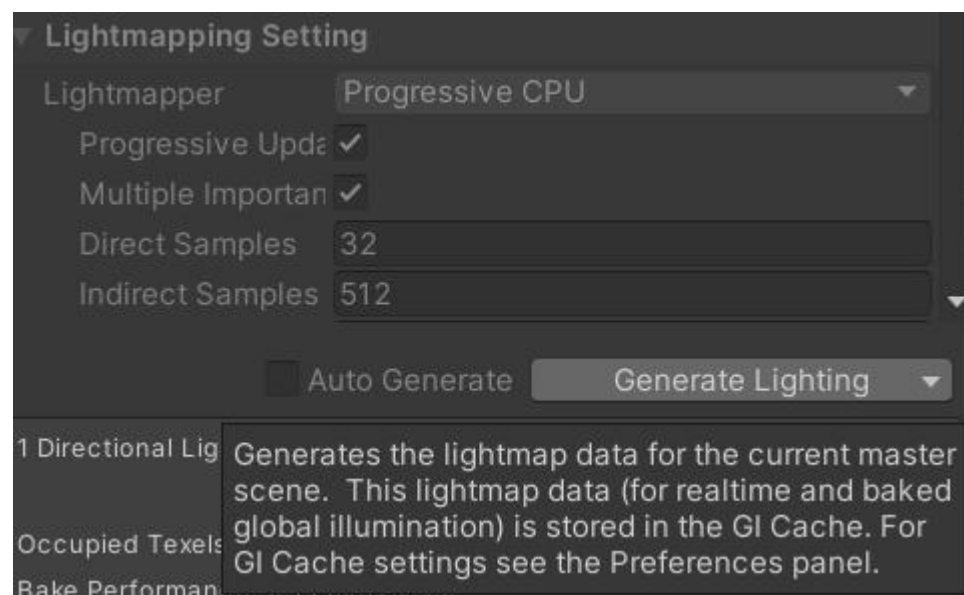
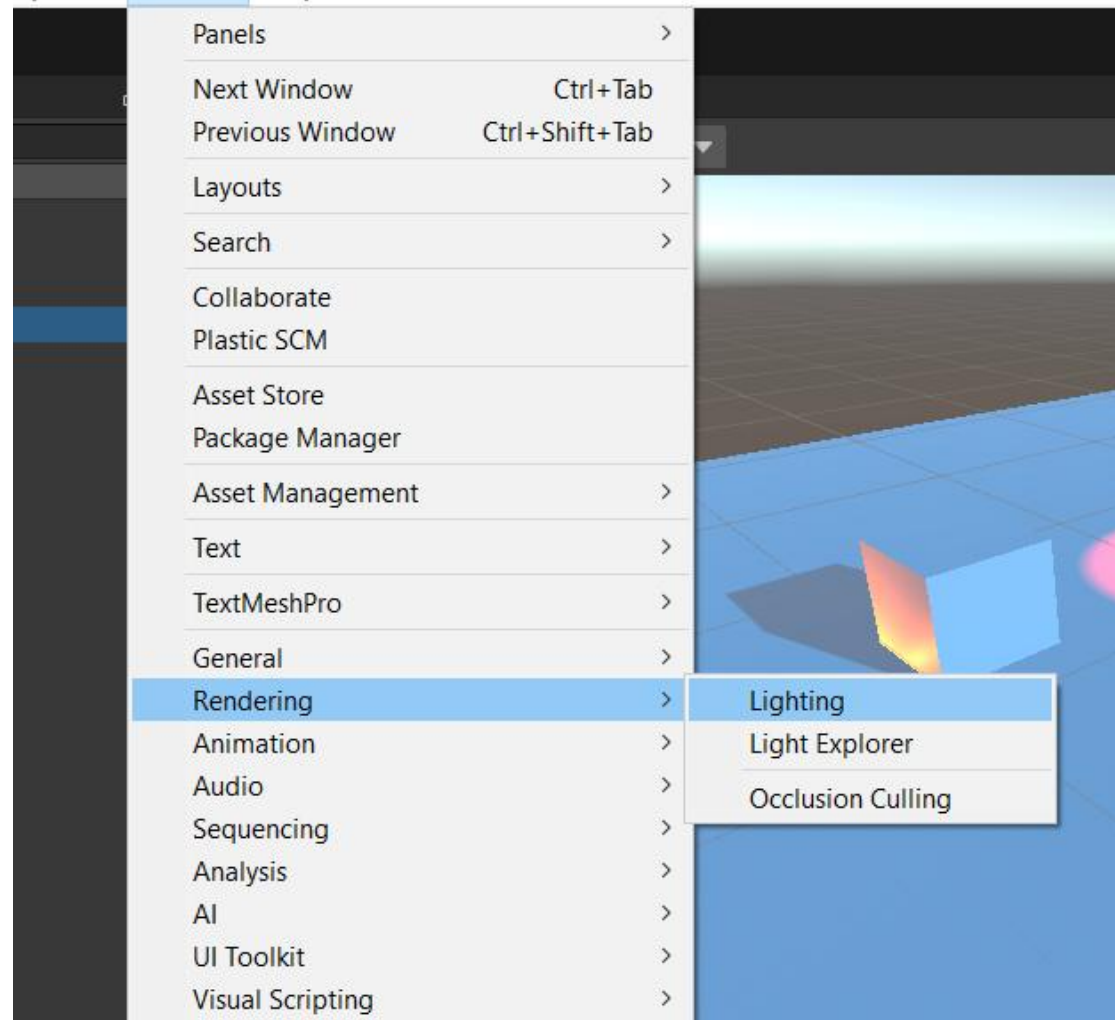
Area Light

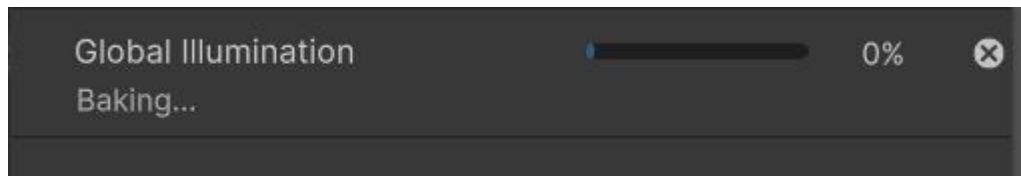
Make sure all objects are static so they are affected by the are lightmaps



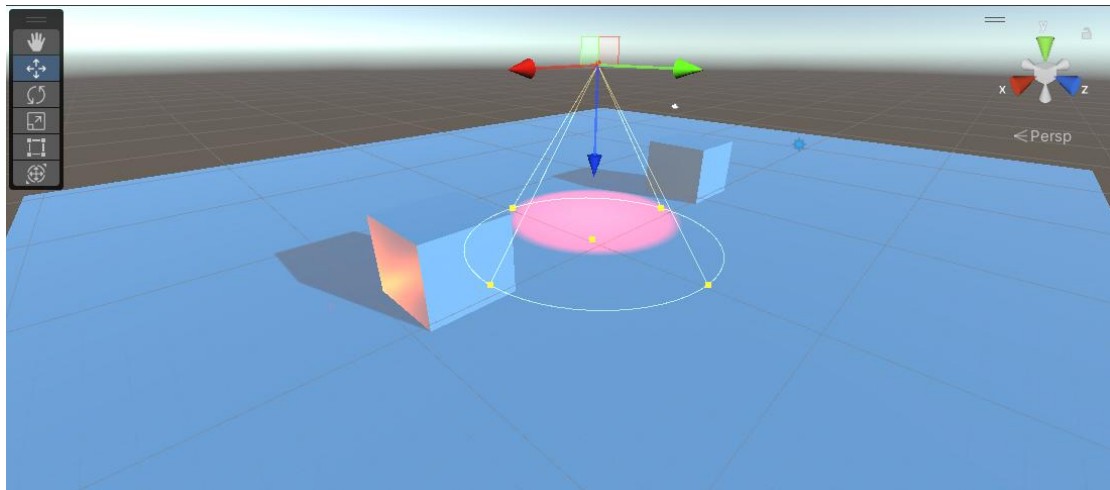
Generate lightmaps for the scene

Component Window Help



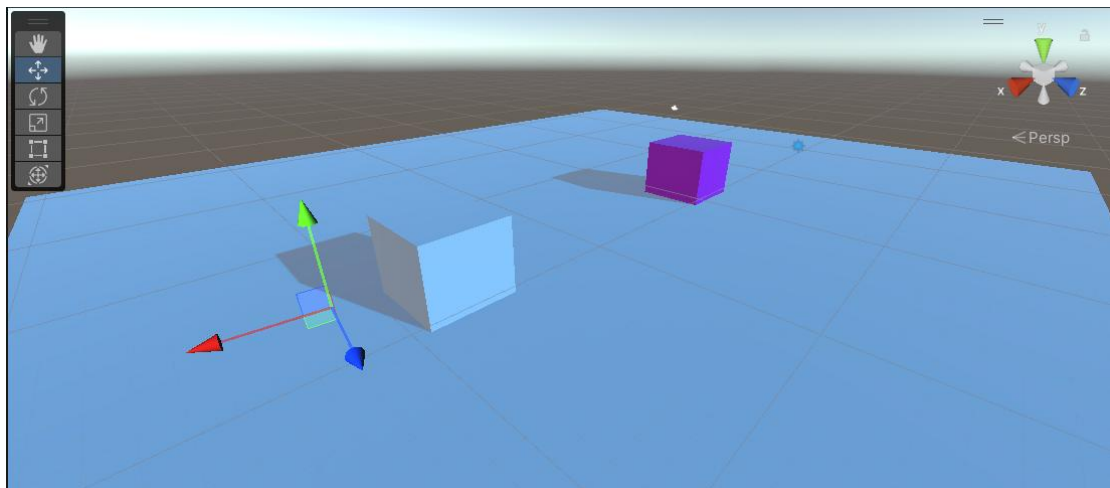


With all lights on



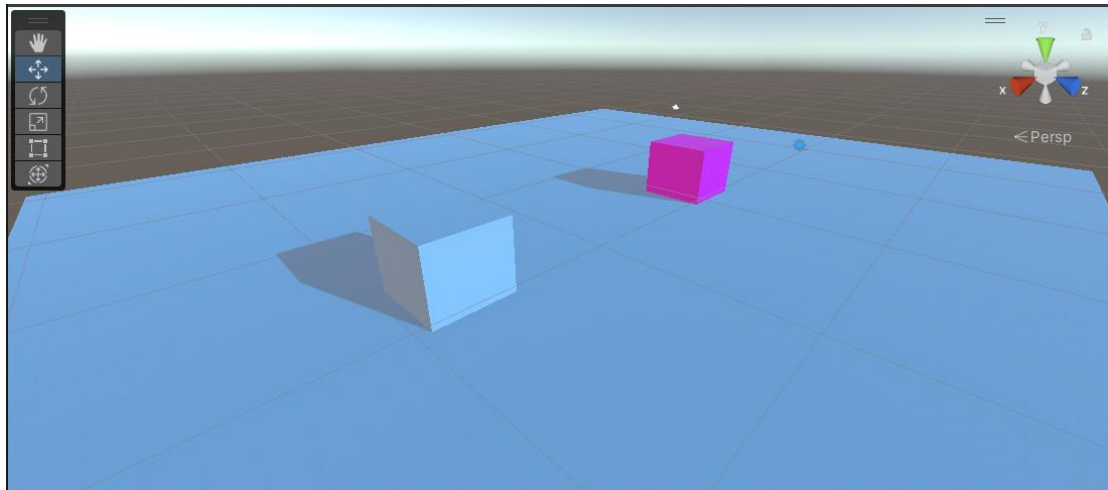
Emissive Materials

Create a material color and apply to the cube



Choose emissive option in inspector





Game Video Link :

<https://drive.google.com/file/d/1HNI2Udd3qL9zBHqblw5mh7413yOTUKbX/view?usp=sharing>