**Help! Why can't I see my shaders correctly?**

When you start creating your own shaders you might not be sure if they are working the way they should or it's something you've done.  Before deciding its someone else's problem check on these two things:

**1. You've got a compiler error.**

If this is the case your model will appear white or maybe bright pink.  You'll also see an error in the Inspector when the shader is selected in the Project window.  If this is the case check your syntax and spelling.  Shader code is like any other code and you need to be precise and ensure you've included semicolons where you're suppose to.

A computer screen shot of a white animal

AI-generated content may be incorrect.

**2. The model is not lit correctly.**

When this is the case the model may appear as a flat coloured-in object in the camera view. Check you have a light in the scene, it is turned on and facing the model at a sufficient angle.  The setttings for Zombunny and the light (check on your positions and rotations) are shown below.

A screenshot of a computer

AI-generated content may be incorrect.