**Properties Challenge 4**

1. Write a shader that has two properties; one for a diffuse texture and one for a emissive texture.

2. Use the attached images to test with Zombunny. There is one for diffuse and one for emissive.

3. Apply the diffuse to the model's albedo and the emissive to the emission.

What do you notice happens to the visual result when only a diffuse texture is given and no emissive one?

How do you think this is corrected?

See the solution file attached to find out.

See image.

A computer screen shot of a cartoon

AI-generated content may be incorrect.

Resources for this lecture

* PropertiesChallenge4.shader.zip
* ZombunnyTextures.zip