Changing the color: Changing the color: game.Workspace.Panel2.BrickColor = BrickColor.new("Tawny") game.Workspace.Panel2.BrickColor = BrickColor.new("Tawny") "Tawny" Here we specify the color name. "Tawny" Here we specify the color name. New Yeller Crimson Crimson Eggplant New Yeller Eggplant Really red Really red Lime green Mauve Lime green Mauve Dark blue Really black Dark blue Really black ☐ Institutional white ☐ Deep orange Light blue ☐ Institutional white ☐ Deep orange Light blue Sea green Sea green Changing the material: Changing the material: game.Workspace.Panel2.Material = Enum.Material.Wood game.Workspace.Panel2.Material = Enum.Material.Wood Wood Here we specify the material name. Wood Here we specify the material name. SmoothPlastic, Wood, Metal, Grass, Brick, Slate, SmoothPlastic, Wood, Metal, Grass, Brick, Slate, Concrete, Corroded Metal, Diamond Plate, Foil, Concrete, Corroded Metal, Diamond Plate, Foil, Cobblestone, Pebble, Sand, Fabric, Granite, Marble, Ice, Cobblestone, Pebble, Sand, Fabric, Granite, Marble, Ice, Neon Neon Changing position in space: Changing position in space: Set a new position: Set a new position: game.Workspace.Panel3.Position = Vector3.new(0, 0, 0) game.Workspace.Panel3.Position = Vector3.new(0, 0, 0) X - coordinate X - coordinate Y - coordinate Y - coordinate Z - coordinate Z - coordinate Shift: Shift: game.Workspace.Panel5.Position = game.Workspace.Panel5.Position = game.Workspace.Panel5.Position + Vector3.new(1, 0, 0) game.Workspace.Panel5.Position + Vector3.new(1, 0, 0) The position of the object is shifted by the magnitude of the The position of the object is shifted by the magnitude of the vector. In this case, by 1 along the X-axis. vector. In this case, by 1 along the X-axis. Changing the color: Changing the color: game.Workspace.Panel2.BrickColor = BrickColor.new("Tawny") game.Workspace.Panel2.BrickColor = BrickColor.new("Tawny") "Tawny" Here we specify the color name. "Tawny" Here we specify the color name. Crimson Crimson Really red New Yeller Eggplant Really red New Yeller Eggplant Mauve Lime green Mauve Dark blue Really black Lime green Dark blue Really black ☐ Institutional white ☐ Deep orange Light blue Light blue ☐ Institutional white ☐ Deep orange Sea green Sea green Changing the material: Changing the material: game.Workspace.Panel2.Material = Enum.Material.Wood game.Workspace.Panel2.Material = Enum.Material.Wood Wood Here we specify the material name. Wood Here we specify the material name. SmoothPlastic, Wood, Metal, Grass, Brick, Slate, SmoothPlastic, Wood, Metal, Grass, Brick, Slate, Concrete, Corroded Metal, Diamond Plate, Foil, Concrete, Corroded Metal, Diamond Plate, Foil, Cobblestone, Pebble, Sand, Fabric, Granite, Marble, Ice, Cobblestone, Pebble, Sand, Fabric, Granite, Marble, Ice, Neon Neon Changing position in space: Changing position in space: Set a new position: Set a new position: game.Workspace.Panel3.Position = Vector3.new(0, 0, 0) game.Workspace.Panel3.Position = Vector3.new(0, 0, 0) X - coordinate X - coordinate Y - coordinate Y - coordinate Z - coordinate Z - coordinate Shift: Shift: game.Workspace.Panel5.Position = game.Workspace.Panel5.Position = game.Workspace.Panel5.Position + Vector3.new(1, 0, 0) game.Workspace.Panel5.Position + Vector3.new(1, 0, 0) The position of the object is shifted by the magnitude of the The position of the object is shifted by the magnitude of the vector. In this case, by 1 along the X-axis. vector. In this case, by 1 along the X-axis.